

# Official: The Best-Selling N64 Mag!

volume 10 £3.95

# 64

## magazine

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40 PAGES OF REVIEWS!

## First UK Review!

Nintendo's latest game:  
was it worth the wait?

# YOSHI'S STORY



EVERY NEW NINTENDO  
64 GAME REVIEWED!



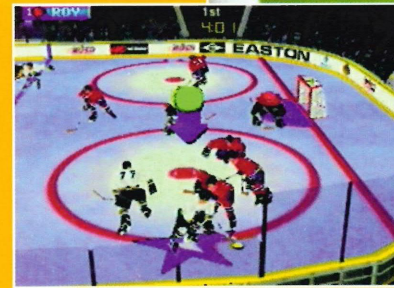
printed in the UK • a Paragon Publishing Magazine

Nagano Olympics

Art Of Fighting Twin

Snobow Kids

Wayne Gretzky '98



Plus maps and cheats for Duke Nukem 64 and San Francisco Rush!



**WCW** vs. **nWo**  
★WORLD TOUR★

# ARE YOUR FRIENDS ALWAYS PICKING ON YOU?

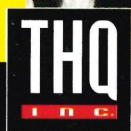
**UP TO 4 PLAYERS - HEAD TO HEAD**

**"IT MUST BE PLAYED, EVEN IF YOU'RE NOT A FAN. IT'S THAT GOOD!"**

**92% - TOTAL 64**

**"THE BEST BEAT-EM-UP SO FAR!"**

**85% - 64 MAGAZINE**



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## REALLY, 007?

"Indeed you shall. Shoot along to page 94, and you'll find 64 MAGAZINE's best-kept secret – a massive money-saving deal! Subscribe to 64 MAGAZINE now, and you can not only get 12 issues of the UK's best-selling N64 magazine for over £17 less than you'd pay in the shops, but also get any of four fantastic Nintendo games – Diddy Kong Racing, Goldeneye, Super Mario 64 or Mario Kart 64 – for only £40! As if that wasn't enough, we're also throwing in your choice of the N64 Secrets, Strategies & Solutions books – Super Mario 64, Lylat Wars or Goldeneye – completely free! That's a total saving of an incredible £37!"

### The Games



DIDDY KONG RACING



GOLDENEYE

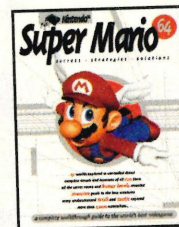


SUPER MARIO 64

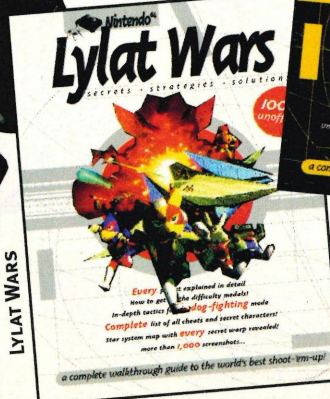


MARIO KART 64

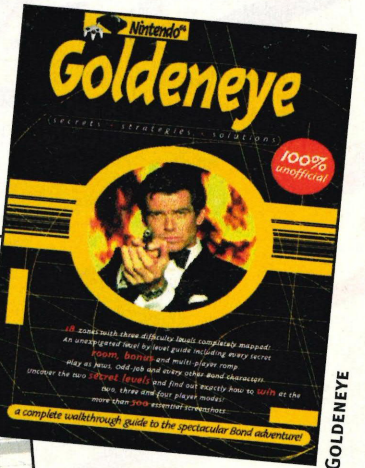
### The Books



SUPER MARIO 64



LYLAT WARS



GOLDENEYE

Turn to page 94 to subscribe!





volume ten

# 64

magazine

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Nintendo's latest game looks gorgeous and plays like a dream. It's what everybody's been waiting for. There's just one tiny flaw...

### 20 LIZARD KINGS

Iguana UK, developers of *Forsaken 64*, are put under a heat lamp in a glass tank to answer our impertinent questions.





## 06 64 SHOWCASE

Rampage comes to N64, Ultra Donkey Kong headed for cartridge and you too can be put into a coma by Pikachu!

## 12 WHEN I'M 64

Girl power, the late *Super Play* magazine, a man who bought *Clayfighter* and a load of questions – business as usual.

## 42 ART OF FIGHTING TWIN

Or Hiryu No Ken Twin if you prefer. Maybe it means something entirely different, but at least it's an N64 beat-'em-up!

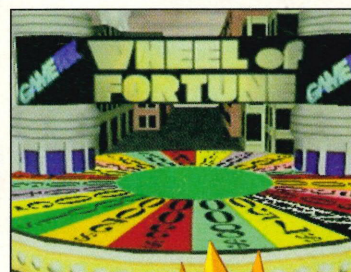


## 50 NAGANO WINTER OLYMPICS

Men in silly lycra outfits tumble down steep hills in freezing conditions to win bits of metal on ribbons. Must be Olympic season!

## 62 WHEEL OF FORTUNE

Don't forget your DIY full frontal lobotomy kit – the gameshow responsible for



putting Bradley Walsh on our screens is here!

## 72 64 SCOREZONE

Wey hey! Some scores have arrived at last – are you good enough to beat the best?



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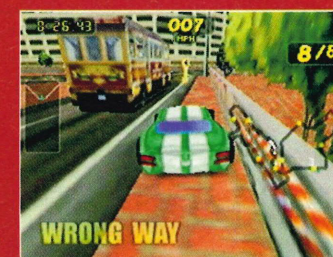
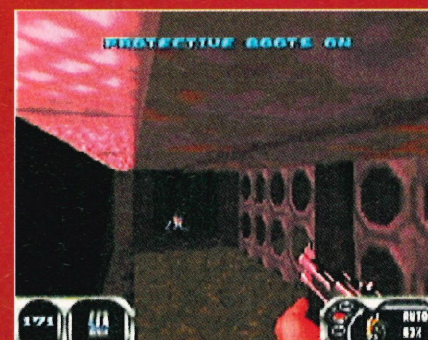
Play to win! By cheating, if necessary. Another big bag of game-busting 'stuff'.

## 74 DUKE NUKEM 64

The man who's done more for Docs than the entire cast of *ER* has touched down in LA. Join the carnage with our mapped solution!

## 86 SAN FRANCISCO RUSH

"If you're going to Saaan Fraaan-cisco... be sure to wear a bloody great crash helmet!" Tracks, maps, keys, helpful things. You're welcome.



# THE GAMES

This issue's selection of N64 software reviewed, previewed and examined by 64 MAGAZINE's expert gamers!

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Sneak peeks at games still under construction!

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The full monty on the games we've reviewed in past issues.



# DUMBING DOWN?

LAST ISSUE WE REPORTED ON NINTENDO PRESIDENT Hiroshi Yamauchi's vision of the future for Nintendo, and this issue the first 'beneficiary' of this new policy has arrived for review. *Yoshi's Story* is the latest in a long line of platform games from Nintendo, dating back all the way to *Donkey Kong* and including such classics as *Super Mario World* and the original *Yoshi's Island*. Unlike these games, however, it's the first major Nintendo platformer that hasn't been directly overseen by master designer Shigeru Miyamoto – his only involvement was in a general supervisory role. Unfortunately, just as *Mario Kart 64* seemed to suffer from Miyamoto's lack of involvement, so too does *Yoshi's Story*.

Yamauchi's stated intent was to make games that are designed to appeal to young children, and with *Yoshi's Story* his company has certainly succeeded. It's a glorious-looking riot of colour and fantastic landscapes, with brilliantly characterised inhabitants – particularly the cartoon-quality Yoshi himself. So what's the problem?

Quite simply, it's far too easy. Nintendo have made the game so accessible that it provides almost no challenge whatsoever. Young children with little experience of games will love it as it's been designed to be as easy as possible to get into, but anyone who's a regular gameplayer will be able to see absolutely everything in *Yoshi's Story*'s miserly 24 levels in just a few days.

There's a delicate line between challenge and frustration, but with *Yoshi's Story* Nintendo haven't even gone near it. Instead they've bottled out and made a game where it sometimes takes a deliberate effort to die! All the familiar elements from Miyamoto's past classics are there, but they've had the sharp corners filed off and all surfaces padded – it's as much Nerf as Nintendo.

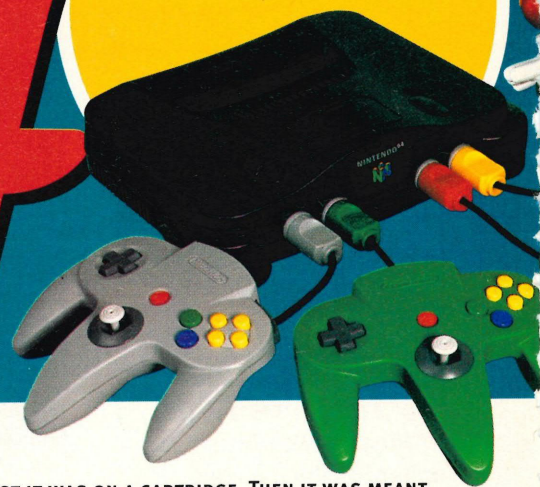
Fortunately, Miyamoto's more active involvement with *Zelda* and *F-Zero* should guarantee challenge – from what was on offer at the show, there didn't appear to be any worries on that score. For the sake of gamers everywhere, let's hope *Yoshi's Story* is just a blip.

Oh, and sorry about the occasionally weird writing in last issue's Space World show report. Hey, I was jet-lagged when I wrote it! (Damn, now I can't use that excuse again for another year...)

ANDY McDERMOTT, EDITOR

# the 64 show

news  
peripherals  
advice • hot new  
items of interest



FIRST IT WAS ON A CARTRIDGE. THEN IT WAS MEANT for the 64DD. Now, Rare's *Ultra Donkey Kong* (still a provisional title) is back on cartridge, and will apparently reach the N64 this year!

Details of the game are still extremely sketchy (Rare, in their own inimitable manner, wouldn't confirm or deny anything about it – they'd make great politicians!), but one of 64 MAGAZINE's reliable industry Deep Throats confirmed that it *will* be a cartridge title. The switch from 64DD was apparently brought about by the repeated delays of Nintendo's add-on, which now won't get a release outside Japan until at least the winter of this year, and probably not until 1999.

## KONG ON CART!

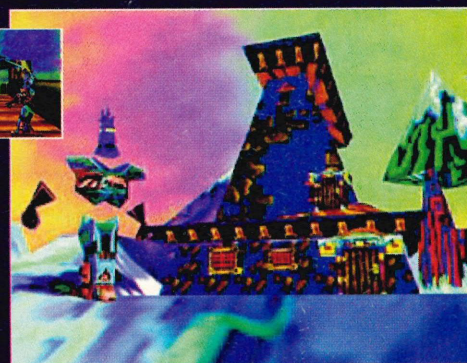
However, it's unlikely that the game will appear until August at the earliest, as Rare's efforts are being concentrated on *Conker's Quest* (set for a spring launch) and *Banjo-Kazooie* (summer), as well as the still-mysterious *Goldeneye* sequel. But who cares when the games they produce are so good?

## FREAK OUT

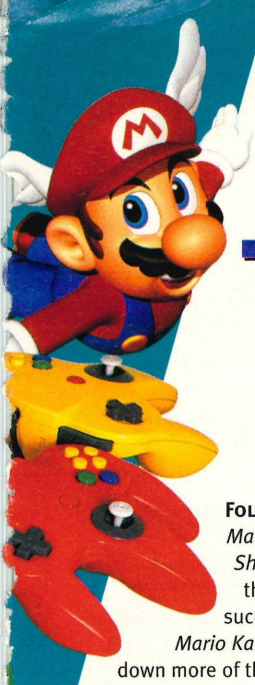
VIRGIN'S POTENTIALLY INTERESTING N64 GAME

*FREAK* Boy has been put on 'indefinite hold' – industry-speak for 'canned'. The game was running a long way behind schedule (it was one of the first N64 games announced) and rather than keep pumping money into it, Virgin have pulled the plug.

This doesn't necessarily mean that the game will never appear – *Robotron 64* was similarly sidelined by Midway, only to be picked up and released by Crave Entertainment. The game's developers, Zono, are doubtless already looking for a new publisher.







# THE PRICE IS RIGHT

FOLLOWING A CHOP OF older cartridge prices in the States, with *Mario 64*, *Mario Kart*, *Starfox*, *Cruis' n USA*, *Wave Race*, *Turok* and *Shadows Of The Empire* all being cut to just \$39.95, it looks as though a similar thing will be happening here in the UK. After the success of their first set of price cuts, which brought *Mario 64* and *Mario Kart* down to £49.99, Nintendo's UK distributors hope to bring down more of the N64's earlier titles to the same price – or even lower!

THE Games have already announced that *Tetrisphere* will cost £39.99 and *Cruis' n USA* just £34.99 (not £39.99 as we reported last issue), and it is expected that older games like *Wave Race* and *Shadows Of The Empire* will also drop in price over the coming months. We'll let you know the exact details just as soon as we can!



## BLADE RUNNER

GOODBYE *BLADE AND BARREL*, hello *Knife Edge*. Kemco's helicopter 'n' tank shooter has been heavily rewritten, transforming into a chopper-heavy, er, shooter. THE Games will be handling the release of the game in the UK around August.



## FINS CAN ONLY GET BETTER

TAKING NINTENDO BOSS HIROSHI Yamauchi's big speech (see last issue) to heart, a second 'virtual pet' for the N64 has been announced. Hudson Soft's *Teo* is destined for the 64DD, and it's the second game (after Nintendo's own

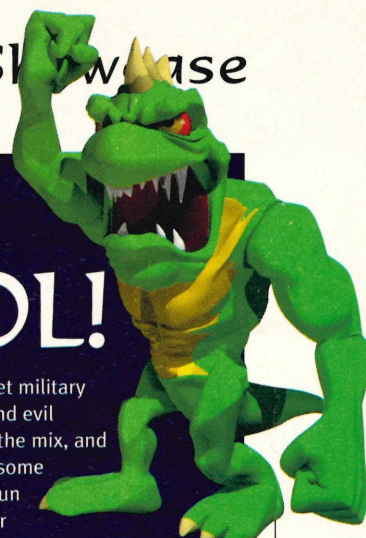
*Pikachu Genki De Chu*) to be compatible with the Microphone Pak.

Teo appears to be much the same character as the star of PC title *FinFin*, whose main claim to fame is that the bloke who was sacked from *Teletubbies* went on to play the titular creature. *FinFin* is a weird half-dolphin, half-bird mutant who inhabits a fantasy world, a lot like Roy. The PC game was as popular as veruccas at a swimming pool, but Hudson Soft have assured us that their game will be completely different.

Since the Microphone Pak won't be available until *Pikachu* goes on sale, which won't be until around September, anyone drooling at the thought of being able to order not one, but two virtual pets around has quite a wait. In the meantime, why not buy yourself a real pet?



SLASH



## DESTROY LIVERPOOL!

WITH A MASSIVE NEW *GODZILLA* MOVIE on the way, the time is obviously right for giant monsters stomping around cities, destroying buildings and eating people. GT Interactive agree, and have signed up Midway's *Rampage World Tour* for the N64!

The game is an update of the old arcade favourite which saw mutated scientists turning into oversized gorillas, lizards and werewolves before embarking upon an orgy of destruction. *Rampage World Tour*, as the name suggests, takes the monsters on a whistle-stop trip around the world's cities. Trample Tokyo! Ravage Rome! Dump on Dallas! Even stamp on Scousers!

Of course, the locals could do without this, so they send in the armed forces to bring the monsters down. In order to recover energy, the raging beasts need to smash open buildings and eat the inhabitants.

Throw secret military weapons and evil aliens into the mix, and you've got some genuinely fun multi-player mayhem.

*Rampage World Tour* is currently scheduled for release in the first quarter of the year, and 64 MAGAZINE will bring it to you first. As long as we don't get stepped on by a giant lizard first...



## GET YOUR ROCKS ON

CAPCOM'S FIRST GAME FOR THE N64 looks likely to be *Rockman Dash*, which will probably go under the name *Megaman Neo* in the West. Rather than take the long-running series into 3-D a la *Mario*, Capcom will keep the familiar 2-D gameplay and update the graphics to show off the N64's power. No release date has been set yet, but a summer release in Japan seems likely.



07

more

Magazine Volume 10



## THE CURSE OF PIKACHU!

IN ANOTHER 64 MAGAZINE EXCLUSIVE, WE'VE BROUGHT YOU THE AUTHENTIC EVIL PIKACHU FLICK-BOOK! Simply cut out the pictures here, arrange them in order and staple them together. Now you too can witness the horror that terrorised a nation! Flick your thumb down the edge of the stapled images to see the flashing eyes of the infamous Pocket Monster. Will you too fall into a coma?

NB: 64 MAGAZINE accepts no responsibility for injuries suffered by anyone dumb enough to try this out!

## COMPETITION WINNERS

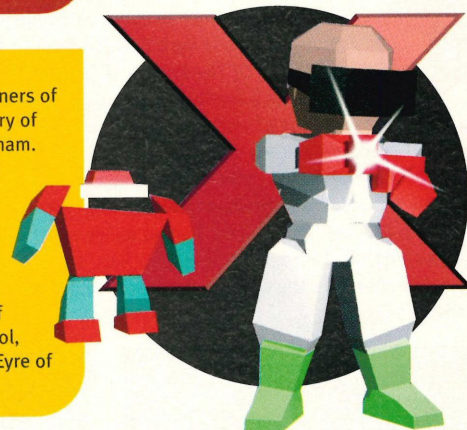
A brace of competitions ran in issue eight. The ten winners of the Logic 3 compo are Matthew Walker of Dorking, Dunn of Enfield, Joe Young (is he mighty?) of Bickerton, Robert Thorp of Wednesbury, Chris Gidney of Dawlish, David Braime of Normanton, Gavin Pointer of Bognor Regis, Keith Docherty of Edinburgh, G Harrison of Cricklewood, home of *The Goodies*, and J

Eardley of Macclesfield. The two winners of the Foxdata compo are Harris McGrory of Coventry and Jason Bridge of Dagenham. The prizes should be with you soon!

Oh, and lest we forget, the winners of the Top Gear compo in issue seven are David Graham of Belfast, A Burrows of Sherborne, Brain Cahill of Carrickfergus, Rajew Parmar of Leeds, Andrew Coleman of Dundrum, Laurent Murray of Liverpool, Daniel Armstrong of Exeter and Lee Eyre of Nottingham. Wheels with you soon!

## RO, RO, ROBOTRON

After being dumped by Midway and picked up by newcomers Crave Entertainment, Player 1's *Robotron 64* has finally reached shops in America. Expect a full review next issue.



## 64 AWARDS FOR 1997

Now that 1997 has been consigned to history, we thought we'd get all nostalgic and cast a misty eye or two back on the year in which the most important events were, at least according to some of the people who've contributed to the magazine, 'Big Ron Tarr dies', 'the Tamagotchi launch party', 'Conservatives replaced by clones', 'Roy joins 64 MAGAZINE' (funnily enough, only one person listed that one) and 'Leicester City wins the Coca-Cola Cup'. But what did everyone think of the N64's first year in Britain?

### GAME OF THE YEAR

With only one exception, *Goldeneye* was voted the year's best game by the 64 MAGAZINE collective. The odd man out was Stuart Wynne, who picked *Super Mario 64*. No other game even got a look in!



### WORST GAME OF 1997

The clear winner here was *Clayfighter*, which won more votes than there were other contenders! *FIFA 64*, *Dual Heroes* and *Aero Fighters Assault* were other entrants to the Hall of Shame.

### MOST DISAPPOINTING GAME OF 1997

The vote here was split equally between *Shadows Of The Empire* and, surprisingly, *Diddy Kong Racing*. *Bomberman 64* came in third.

### BEST SHOOT-'EM-UP

Although there was some disagreement over exactly what constituted a genuine shooter, some people claiming *Goldeneye* to be more of an adventure title, the number of guns in it decided the judges. *Goldeneye* just pipped *Starfox*/*Lylat Wars* by one vote.

### BEST BEAT-'EM-UP

A very spread-out array of votes, due to the N64's lacklustre showing in this genre. *Mace: The Dark Age* and *WCW Vs NWO* shared the honours.

### BEST RACER

*Diddy Kong Racing* ended up taking the chequered flag, though only by one vote over the second-placed *Top Gear Rally*.



### BEST SPORTS GAME

A crushing victory for Konami's *ISS 64*, with only Wayne Gretzky's *3-D Hockey* and, bizarrely, *Pilotwings* getting any other votes.

### BEST VISUALS

Another victory for Rare's James Bond game, *Goldeneye* scooping all but three votes. The others were split between *Lylat Wars*, *Diddy Kong Racing* and *Wave Race*.

### BEST AUDIO

Once again, Rare prove that nobody does it better than Bond! Only *Diddy Kong Racing* and a solitary entry for the Japanese version of *Starfox* garnered any other support.

### BEST MULTI-PLAYER GAME

Surprise, surprise, *Goldeneye* wins again! Only odd man out Stuart Wynne spoiled total victory by picking *Mario Kart 64*.

### N64 GAME YOU'RE MOST

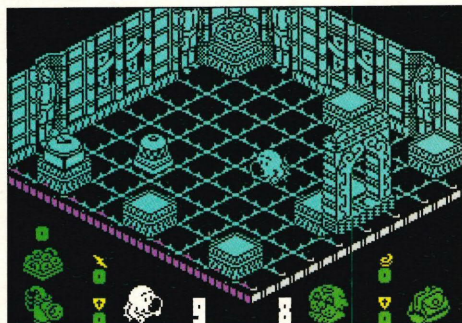
#### LOOKING FORWARD TO IN 1998

Nintendo will finally be able to breathe easily, as *Zelda 64* secures them what is, stunningly, their only award! Rare still did well, as the second most popular choice was their sequel to *Goldeneye*...

**But what did you think of Nintendo's '97? Are the people who've brought you 64 MAGAZINE on the ball, or are we even more out of touch with reality than the people who thought the Conservatives stood a chance at the election? Let us know!**



# MMM, CRANBERRY



**GAMING VETERANS WILL NO DOUBT REMEMBER** *Head Over Heels* on the ZX Spectrum and *Monster Max* on the Game Boy – both were fiendish puzzle adventures in isometric 3-D worlds. Now their creator, Jon Ritman, will be bringing Nintendo players a 64-bit update!

Although the game has not yet been given a name, it will be taking the basic idea behind *Head Over Heels* into the new millennium by introducing realistic physics into the puzzle environment. If that sounds horribly like school, don't worry – what it means is that as well as moving objects around to solve the puzzles, you also have to deal with balance and friction. Try to stack too many objects as you move them around, and they're going to collapse on top of you, with painful results.

Ritman's company, Cranberry Source, is currently in discussions with publishers to decide who will be releasing the game. Although it has already been in development on the PC for six months, the N64 version is not expected to arrive until – guh! – Christmas 1999. However, given Ritman's track record, it should be something worth waiting for. We'll be keeping track of how the game is progressing – watch for more in future issues.

**64**  
magazine

## CHARTS

ChartTrack

NO.	GAME	PUBLISHER
1	FIFA '98	EA SPORTS
2	DIDDY KONG RACING	NINTENDO
3	SUPER MARIO 64	NINTENDO
4	MARIO KART 64	NINTENDO
5	GOLDENEYE 007	NINTENDO
6	LYLAT WARS	NINTENDO
7	TOP GEAR RALLY	NINTENDO
8	ISS 64	KONAMI
9	DUKE NUKEM 64	GT INTERACTIVE
10	BOMBERMAN 64	NINTENDO
11	F1 POLE POSITION 64	UBISOFT
12	WAVE RACE	NINTENDO
13	MRC	OCEAN
14	SHADOWS OF THE EMPIRE	NINTENDO
15	EXTREME G	ACCLAIM
16	TUROC	ACCLAIM
17	BLAST CORPS	NINTENDO
18	DOOM 64	GT INTERACTIVE
19	NFL QUARTERBACK CLUB '98	ACCLAIM
20	KILLER INSTINCT GOLD	NINTENDO

## LATEST RELEASE DATES

Slightly more reliable this month, as the various software companies recover from their Christmas-induced hazes and start to put together their schedules for 1998. All these

dates are subject to change, but you should be used to Nintendo games slipping like a granny on the first cold snap of winter by now!

### UK

#### Now-March

Snobow Kids (THE Games)  
Tetrisphere (THE Games)  
Cruis'n USA (THE Games)  
NHL Breakaway '98 (Acclaim)  
Mystical Ninja Starring Goemon (Konami)  
Nagano Winter Olympics (Konami)  
NBA Pro '98 (Konami)  
Holy Magic Century (Konami)  
Virtual Chess 64 (Titus)  
MK Mythologies (GT Interactive)  
Quake 64 (GT Interactive)  
Wayne Gretzky '98 (GT Interactive)  
Mission: Impossible (Ocean)  
Wetrix (Ocean)  
Fighter's Destiny (Ocean)

#### April-June

Yoshi's Story (Nintendo)  
NBA Courtside (Nintendo)  
Conker's Quest (Rare)  
Twisted Edge Snowboarding (THE Games)  
GASP (Konami)  
Forsaken (Acclaim)  
Bust-A-Move 3 (Acclaim)  
Wrecking Balls (Acclaim)  
Tonic Trouble (Ubi Soft)

#### July-onwards

Zelda 64: The Ocarina Of Time (Nintendo)  
F-Zero X (Nintendo)  
Ultra Donkey Kong (Nintendo)  
Banjo-Kazooie (Nintendo)  
Body Harvest (Nintendo)  
Knife Edge (THE Games)  
Castlevania 64 (Konami)  
Hybrid Heaven (Konami)  
Megaman Neo (Capcom)  
Turok 2 (Acclaim)  
Acclaim Sports Soccer (Acclaim)  
Mortal Kombat 4 (GT Interactive)

### JAPAN

#### Now-March

1080° Snowboarding (Nintendo)  
NBA Courtside (Nintendo)  
NBA Pro '98 (Konami)  
GASP (Konami)  
Holy Magic Century Eltale (Imagineer)  
Snowspeeder 64 (Imagineer)  
Fighting Cup (Imagineer)  
Flights Of The UN (Video System)  
Wayne Gretzky's 3-D Hockey '98 (Gameabank)  
Augusta: Masters '98 (T&E Soft)  
Legion X (Hudson Soft)  
Macross: Another Dimension (Tomy)  
Bio Tetris (Amtek)

#### April-June

Zelda 64: The Ocarina Of Time (Nintendo)  
F-Zero X (Nintendo)  
Banjo And Kazooie (Nintendo)  
Conker's Quest (Rare)  
Kirby's Air Ride (Nintendo)  
NBA Basketball (Nintendo)  
Rockman Dash (Capcom)  
"Disney puzzle game" (Capcom)  
Super Robot Spirits (Banpresto)  
Rev Limit (Seta)

#### July-onwards

(64DD) Mario Artist series (Nintendo)  
(64DD) Mother 3 (Nintendo)  
(64DD) Pocket Monster 64 (Nintendo)  
(64DD) Sim City 64 (Nintendo)  
(64DD) Jungle Emperor Leo (Nintendo)  
(64DD) Sim Copter (Nintendo)  
Pikachu Genki De Chu (Nintendo)  
(64DD) Teo (Hudson Soft)  
Street Fighter 64 (Capcom)  
Ghouls 'n' Ghosts 64 (Capcom)  
"Biohazard 64" (Capcom)  
"Racing game" (Capcom)

### USA

#### Now-March

Yoshi's Story (Nintendo)  
1080° Snowboarding (Nintendo)  
Mystical Ninja Starring Goemon (Konami)  
Nagano Winter Olympics '98 (Konami)  
NBA Pro '98 (Konami)  
Bio Freaks (Midway)  
Quake 64 (Midway)  
Rampage World Tour (Midway)  
Olympic Hockey '98 (Midway)  
NHL Breakaway '98 (Acclaim)  
NBA Jam '98 (Acclaim)  
WWF '98 (Acclaim)  
Quest 64 (THQ)  
Tonic Trouble (Ubi Soft)  
Virtual Chess 64 (Titus)  
Mission: Impossible (Ocean)  
Sim City 2000 (Maxis)  
Aero Gauge (ASCII)

#### April-June

MLB Featuring Ken Griffey Jr (Nintendo)  
GASP (Konami)  
Turok 2 (Acclaim)  
Forsaken (Acclaim)  
Wrecking Balls (Acclaim)  
Mortal Kombat 4 (Midway)  
Twisted Edge Snowboarding (Midway)  
Earthworm Jim 3 (Interplay)  
Art Of Fighting Twin (Culture Brain)

#### July-onwards

Zelda 64: The Ocarina Of Time (Nintendo)  
Banjo-Kazooie (Nintendo)  
Body Harvest (Nintendo)  
Conker's Quest (Rare)  
Castlevania 64 (Konami)

# 64

## NEWS NUGGETS

Titus's *Superman: The Animated Series*, originally scheduled for release early this year, has been put back until the summer. Kryptonite in the works, no doubt... Crave Entertainment, publisher of *Robotron 64* (we hoped for a review this issue but alas, it arrived too late – more next ish) will be putting out some unusual niche titles, including a pool simulation called *VR Pool 64*, *Milo's Bowl-o-rama* (ten pin bowling) and a casino game, *Caesar's Palace*. It takes all sorts... Another N64 beat-'em-up is on the way, this one from Midway – *Bio Freaks* is a *Tekken*-style fighter featuring gallons of gore, and is due for July. Can't wait... The Iguana-developed game that Acclaim were being so coy about last issue is called *Wrecking Balls*. With a name like that, expect some major spherical destructive action, for up to four players... Electronic Arts are planning a NASCAR racing game for '98...





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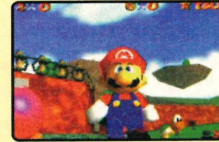
Pilot Wings 64



Int'l S'Star Soccer Pro



Shadows of the Empire



Super Mario 64.



Mario Kart 64



Killer Instinct Gold



Blast Corps



Super Mario 64



Starfox 64 (Lylat Wars)



Turok Dinosaur Hunter



Wave Race 64



Doom 64



Multi-Racing Champ



Pilot Wings



Hexen



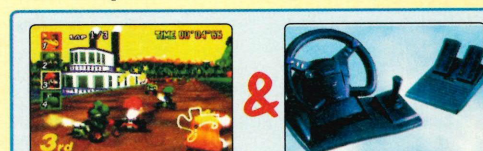
Goldeneye



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# When I'm

# 64

12

See in the **NEW** Year by finding out what our **READERS** have to say. **LOVELY** people, the lot of 'em, and they've got **PLENTY** of **WORTHWHILE** stuff to say. Apart from 'Sexy Scum', who we'll **ASK** to **STOP** sending us his reams of inane **GIBBERISH**. You're **BARKING**, mate!

64 MAGAZINE, in association with Fire International, is pleased to announce a little incentive for our readers to get involved with the magazine – every letter printed (well, apart from the dongers that end up in Memory Card Losers) will win a 256K memory card from Fire, and a Star Letter each month will be crushed by largesse!

• Please note that the prizes are sent out by Fire International, not us, so there may be a delay between publication of your letter and receipt of your prize.

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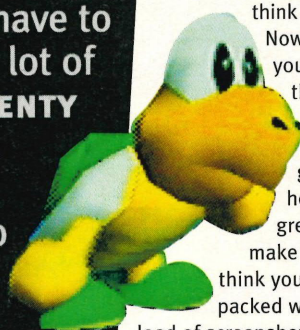
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## GIRL POWER

DEAR 64 MAGAZINE,

I am writing to reply to Amy Bacchus [issue 7] to tell her that she is not alone! You said that you would like more letters from the girls, so here you go! I am a huge Nintendo fan (my Christmas list had nothing but Nintendo software and goodies on it!) and so am a great fan of 64 MAGAZINE – it's not just for the lads! I wouldn't miss an issue of this magazine for the world. None of my friends or family are into Nintendo, and are almost asleep when I go on about the latest news. Most of my friends are into music and music mags; give me 64 MAGAZINE and N64 any day, sorry guys! I just don't see how people can't find it interesting or find videogames boring. I don't think I could live without 'em!

Now, I would like to comment on your magazine and tell you what I think... fantastic! I've been reading since issue one and it seems each issue just keeps getting better and better! Just how do you get so much info, great looking screenshots and make it look cool all in one month? I think your reviews are top notch, packed with detailed info and not just a load of screenshots with a tiny caption underneath. Oh by the way, what happened to Koopa's Q&A from issue two? I thought that was a good idea. Thanks for listening and keep up the good, no, excellent, work!

MICHELLE STEELE, BOURNEMOUTH

We've been telling women for years how interesting videogames are, but they usually go glassy-eyed at the mention of the word 'power-up'. Koopa got de-shelled, but since so many people are now writing in with questions we've reinstated a Q&A column, in the form of 'Ask Andy', around here somewhere.

## JANE BOND?

DEAR 64 MAGAZINE,

I would like to congratulate you on your mag, but you get enough of that from the boys! I would like to say to Amy Bacchus that she's not the only girl who plays videogames. All you girls out there, come on and send in letters so that we can outnumber the boys once and for all.

I'm a true Nintendo fan, I've got the NES, Super NES, Game Boy, Super Game Boy and N64, and I've got ten games for the N64 which I think are all great! I've recently bought *Goldeneye*, which I also think is great! Multi-player mode is wonderful. I've got two brothers and they always team up against me, but I always manage to pop a cap in their ass!

I think I'll stop here and ask you some questions, if you don't mind.

- 1: I've got *MRC* and the sound is horrible! Why is this?
- 2: Once you've beaten the *VH10R* and the *Deus*, you can only race the *Deus* again and not the *VH10R* – why?



3: In *Goldeneye*, why can't you choose the Bunker, Archives and Caverns levels in four-player mode?  
VYONNE VAN DER SNOCK, ROOSENDAAL, NETHERLANDS

Another game girl – 64 MAGAZINE spreads the word! It's reassuring that women get the same crazed bloodlust when playing *Goldeneye* as the blokes. Pistols/Facility/Licence To Kill is our pick for the ultimate skill kill, by the way.

- 1: That's just how it sounds, I'm afraid!
- 2: Because it's not a very well thought-out game.
- 3: Yeah, Rare, why can't you? The Archives deathmatch level is brilliant!

## WHAT YOU RALLY RALLY WANT

DEAR 64 MAGAZINE,

I'm writing to a games magazine, I don't believe it! Owning an N64 and a PlayStation puts me in the fortunate/unfortunate position of being able to choose from quite a few games to buy. Okay, what's the point, I hear you say. Issue seven's the point, in particular the *Top Gear Rally* and *Extreme G* reviews. *Top Gear Rally* is one of the most boring, spartan games I've ever played. The point is, when you talk about alternatives in your reviews why bother even mentioning games like *MRC* or *F1 Pole Position*, as they are not rally games. You could however compare games overall to what is available elsewhere like *V-Rally* on the PlayStation or *Sega Rally* on the Saturn. Is the reason you don't because you know they would dwarf the N64? *Extreme G* would have been a good game if I didn't already own *Wipeout* on the PlayStation.

Please include other console games in your alternatives so that those of us who have two machines can avoid duplicating games. Otherwise, your mag and the machine are great!

IAN S BROWN, MARTOCK





## INFO SEEKO

**DEAR 64 MAGAZINE,**  
Before I properly start this letter, I firstly want to congratulate you on clearly having the best N64 magazine. Over the last couple of months, I decided to experiment and give other magazines a chance, and I found that each one (apart from possibly *Nintendo Magazine*) was lacking in certain major departments. It wasn't just that amazingly flashy paper of yours which did it, you know.

Now to the real subject of my letter. My friends and I have various questions that we would like to put to you. As both my friends are avid PC fans, they were, and still are, a bit worried that there has been no news on *Command & Conquer 64* since those PlayStation shots you showed back in issue one. It isn't just your magazine, either – there has been a distinct lack of news on this game in any magazine. Has the project been cancelled, or are Westwood Studios just being very secretive?

My next question, or questions, are regarding the 64DD. I know there is no firm release date, so I won't even bother asking. To get to the point though, is the 64DD going to be modem compatible, and if so will

you have to buy one separately or will it be built into the system? This is no problem for my modem-owning PC friends, but I'm sure there are plenty of people out there who don't own one. This is important because surely Nintendo would make it cheaper if it was built-in than if you had to buy them separately.

On to another question regarding the 64DD. I read a few months back that there is a possibility of there being extra tracks on racing games with the 64DD. Is this true? I am especially looking forward to this facility on the top racing game *Top Gear Rally*. Also do you have any idea of the cost of these disks, or an average game disk for that matter? Will they be cheaper than a normal cartridge?

My final question is one regarding the actual 64DD – my friends claim to have seen it in a magazine priced at £130. Is this true? And if not, will it be cheaper than the N64, currently priced at £100?

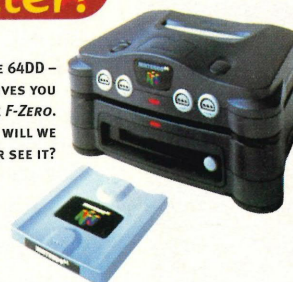
That's all for now, and try and keep up the excellent standard you are currently achieving.

**NEIL HOPGOOD, COLCHESTER**



**STAR Letter!**

THE 64DD –  
GIVES YOU  
MORE F-ZERO.  
BUT WILL WE  
EVER SEE IT?



Jaysus! To quote the Riddler from *Batman Forever*, "too many questions"! Still, we're here to help.

As far as we know, *C&C 64* is still a going project, though its progress seems to be being kept under wraps. We'd very much like to see it ourselves!

The 64DD's modem abilities are up in the air; the Americans think it'll have one, the Japanese aren't saying anything. Since the 64DD is being lined up for a Japan-only launch to begin with, and the Japanese (like us) don't have unlimited free Net access, it's unlikely that the DD will come with a modem as standard. If a modem does appear, it will almost certainly be a proprietary Nintendo unit that won't be compatible with any other



modem on the market, so if you've already got one for a PC, you'll still have to buy another.

Yes, the 64DD will allow you to put extra tracks into racing games, but at the moment only *F-Zero X* is confirmed as taking advantage of the feature. *Lamborghini 64* was originally intended to have 64DD compatibility, but with the DD being delayed the feature was apparently left out.

Cost-wise, DD games will be cheaper to make than carts, but nobody knows yet what the final street prices will be. As for the DD itself, Nintendo have stated that it will be cheaper than the N64. But since it won't be on sale, even in Japan, until summer, any adverts you've seen for it are being a bit premature!

According to the survey we ran a few issues back, most of our readers don't own another next-generation console, so including direct PlayStation/Saturn comparisons in the alternatives would be pointless. That doesn't mean we won't compare an N64 game to something similar on another machine in the main text, though. Speaking of which...

## WE'RE THE NATURAL SUCCESSOR TO, ER, SUPER PLAY

**DEAR 64 MAGAZINE,**

Firstly, before any of those whingey readers that you always get with any decent magazine write in, I would like to confirm that yes, I am biased. What do you expect? This is a magazine for Nintendo 64 owners!

Over the years I have owned the best games machines of their era – the Spectrum, the NES, the Game Boy, the SNES and now the N64. Nintendo rules, Sony is okay, Sega sucks! And along with the best machines, there have always been the best magazines. For the NES and Game Boy there was *Total!*, for the SNES there was *Super Play* and now there is 64 MAGAZINE for the N64. You have a great responsibility to maintain a high standard for gaming magazines that was set in the dawn of Nintendo... and up to now you have done a cracking job. Well done!

My main reason for writing is to ask why people can't stop comparing other games with N64 games

and just admit that there is no comparison – even PCs needs additional hardware to run an averagely good game like *Shadows Of The Empire*! The games should be reviewed judged on their own merit – look at all the references to the PC version in the *Duke Nukem* review. By doing this you wander from the path of holy Nintendoneer by allowing yourself (dare I say it) to perhaps neglect your duty as high priests and not fully inform us if a game can stand on its own two feet in the blessed world of the N64. Say ten Hail Marios and sit on a spiky pickled gherkin for a week as penance. You are not by any means the worst offender but I cannot remember any recent examples of what TV shows have said about games – although that pillock on *Alive And Kicking* needs a good kicking.

That little moan side, I would like to address all those who gloated after they bought an N64 when the price dropped to £150. How do you feel now the price has dropped to £100? Not so clever now, are you?

I also have an idea about the price of the 64DD – if you paid £250 for your N64, then Nintendo should charge you less for the 64DD! Following the same chain of thought, this would mean that those who paid £150 would pay a bit more and those that paid £100 would pay even more! Smart, eh?

**MICHAEL BERESFORD, NOTTINGHAM**

Hey! What about *Super XS* and *Super Gamer*? They were better. I never had much time for *Total!*,

personally, but I did like *Super Play*, mainly for the great artwork. Not as keen on its successor, though...

## FOOTBALL CRAZY

**DEAR 64 MAGAZINE,**

I have read your mag since issue one and find it a good read because of its detailed and honest reviews. However, when reading your mag I came across a huge error. It was on page 96 in the Nindex. I was reading reviews from your past mags and stumbled across a review of *ISS 64* which got a whopping 91% – but I realised you had used a picture of the poor *FIFA 64*. I could not believe that you made this mistake, you of all people. *ISS 64* is far superior to *FIFA 64* in every department, so how could you get





## ASK ANDY

**WHAT OUR EDITOR DOESN'T KNOW ABOUT THE N64 IS INFORMATION NOT CONTAINED IN HIS BRAIN. ASK OF HIM AND HE SHALL DELIVER. PROBABLY.**

DEAR 64 MAGAZINE,

- 1: Why has *Clayfighter 63 1/3* appeared in the UK without a single N64 magazine reviewing it?
- 2: Will *Quake 64* be better or just the same high quality as *Goldeneye*?
- 3: When *Mortal Kombat 4* is out, will it be on all consoles or just on the N64?
- 4: Will *Street Fighter III* ever be released on cartridge or 64DD?
- 5: Is *Yoshi's Story* going to be better than *Mischief Makers*?
- 6: Is it true that Rare have started up their own Sony-backed company called Eighth Wonder?

CHRIS MORRISON, HUNTLY

- 1: Because the company selling it were hoping to flog some copies before the word got around as to just how bad it was.
- 2: If it's as good as *Goldeneye*, who'd be complaining? It looks promising so far.
- 3: *MK4* will be a multi-format release.
- 4: Cartridge no, 64DD possibly, but don't hold your breath.
- 5: Yes.
- 6: No, Eighth Wonder are ex-Rare employees who decided to set up on their own.

DEAR 64 MAGAZINE,

- 1: When *Turok: Dinosaur Hunter* was reviewed at 82%, other mags rated it over 90%. I reckon *Turok* is absolutely brilliant. But why did you rate it at 82%? Are you harsh when it comes to reviewing games?
- 2: Is *FIFA 64* worth renting out for a week?
- 3: Why did Nintendo change *Starfox* to *Lylat Wars*?
- 4: When will *Mortal Kombat* be in 3-D?
- 5: Why is 64 MAGAZINE so good?
- 6: According to *Play* magazine, the PlayStation will remain first as soon as the Yaroze comes out. Will Nintendo 64 catch up eventually?

MATTHEW BULLMAN, CASTLEFORD

- 1: We are harsh on games, and we should probably be even harsher. If you bought a game on our recommendation and it turned out to be crap, would you still trust us?
- 2: Not even for a day. Rent *ISS 64* instead!
- 3: Because of an old German game called *Starfox* which had already copyrighted the name.
- 4: Later this year, when *Mortal Kombat 4* comes out.
- 5: Because we're better than all the other Nintendo mags!
- 6: Yaroze is already out – it's a home development kit for amateur programmers with deep pockets, and won't make any difference to regular PlayStation sales. Expect the N64 to catch up with the PlayStation by Christmas 1998.

DEAR 64 MAGAZINE,

- 1: My friend Jamie Cunningham said you'll be able to get 64DD demo disks with magazines like yours when the 64DD is released. Is this true?
- 2: I know this is stupid but why can't you get demo carts?
- 3: Is *GASP* as good as everyone says?
- 4: Is it worth buying a 256K memory card?
- 5: Is *FIFA '98* better than *ISS 64*?

MARCUS RICHARDS, HACKNEY

PS: Why do you say Puff Daddy is rubbish, his music is great!

- 1: Since the 64DD won't be out in Britain until at least 1999, it'll be a while before we'll know for sure, but in theory we could.
  - 2: They'd be too expensive – even a one-level demo would cost nearly as much to make as a full cart!
  - 3: It looks all right so far, but we'll reserve judgement until we see a finished copy.
  - 4: Definitely – some games are practically unplayable without one.
  - 5: No, but it's not far off.
- PS: Sorry, but Puff Daddy sucks bigtime!

these games mixed up? It's like giving a good review of a Ferrari and showing a picture of a Skoda!

Apart from this one mistake, your mag is superb. Keep up the good work.

ADAM RUSSELL, CHIGWELL

**FIFA 64 picture... mixed up... how to explain... look! It's the Goodyear blimp! (Points skywards and legs it.)**

## THE WORST GAME IN THE WORLD... EVER EVER!

DEAR 64 MAGAZINE,

...and in particular Andy McDermott, I bow to your superior knowledge and grovel unreservedly at your feet, for I have sinned, and sinned badly.

I've committed an atrocity and purchased *Clayfighter 63 1/3*, before reading the review in issue eight, and have already returned the game to the shop with a pitiful excuse.



I find it quite shocking that a game (and I use the term loosely) of this nature can be released. Working on the basis of the preview, and its predecessor on the SNES, I purchased this game, and was shocked to hear and see the lack of everything the game had to offer.

The main points of this game are...

- As much plot as *Debbie Does Dallas*!
- As fast as Railtrack in reverse!
- As playable as a Fender with two strings!
- As much interest as a John Major-Steve Davies hybrid!



- As smooth as a bed of nails and just as enjoyable!

I hope that this is not a demonstration of future projects from Interplay. To anyone else who thinks about buying this game, it's a load of ARSE! Take it back, or use the cart as a paperweight.

Sorry to go on, but *Clayfighter* does suck, and I'm so glad to see a mag that has the guts to be so honest about poor efforts like this. I had so much fun reading the article, though I disagree about the backgrounds. Maybe having wasted £60 on the game and being totally dismayed has made me biased.

GLENN HARRIS, WOOTTON BASSETT

As we've remarked before, you should always wait for our review before buying a game. 64 MAGAZINE is the only magazine you can trust to honestly tell you if a game is, as you say, 'arse'. Now that we've revamped our second opinion sections as well, you're guaranteed that our word is the definitive one!

## THE GOOD, THE BAD AND THE 64 MAGAZINE TEAM

DEAR 64 MAGAZINE,

Who don't we ever see pictures of the 64 MAGAZINE team in the mag? The nearest you got was the little cartoons in volume nine. Come on, I want to see the faces of the people who write the magazine! You can't be all that bad, surely.

PAULA LESSING, CREWE

You know when you look in any other games mag and see the monstrous freakshow that makes up their editorial team? That's what we look like too. Believe me, the cartoons showed us at our best!



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or you can e-mail us at  
**64mag@paragon.co.uk**

Letters may be edited for length or other reasons. All letters are read, but we're afraid we can't enter into personal correspondence. So no SATs, and don't get snotty if we don't reply!

## Memory Card Losers

**IT'S BORES: THE RETURN! AFTER LAST ISSUE'S INCREASE IN SANITY, THE RIDICULOUS LETTERS HAVE MADE A WELCOME COMEBACK. MAKE US LAUGH MOCKINGLY AT YOUR WIBBLE AND WIN ABSOLUTELY NOTHING!**

DEAR 64 MAGAZINE,

Did you know that Sony have sold over one million PlayStations in the UK? I read in issue eight that the N64 has only sold 310,000.

What's this? The most powerful games console can't take on a 32-bit machine? Oh look, I'm damaging my handsome face by crying. Boo hoo hoo – not! As they sing on the terraces,

"There's only one Sony PlayStation!"

ALANGIR MIAH, STOCKWELL

PS: Please sir, may I have a memory card so I don't forget how far Nintendo are behind?

**No, you may not. Who's crying now, pretty boy?**

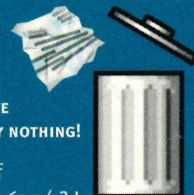
DEAR 64 MAGAZINE,  
Why do you have to take the

mick out of *Clayfighter 63 1/3*? I

think it is a grate game and a lot of fun and I don't no why you only gave it 13% in issue eight. And why do you keep putting in the playing guide for *Goldeneye* – no-one likes it.

TREVOR NICHOLLS, FAIRFORD

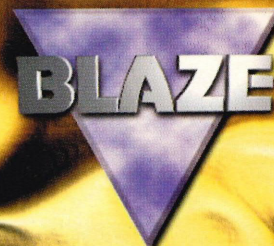
**And that was this issue's letter from the Mirror Universe.**





N64

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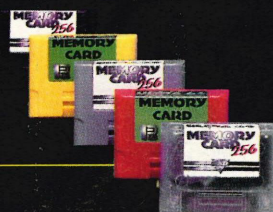
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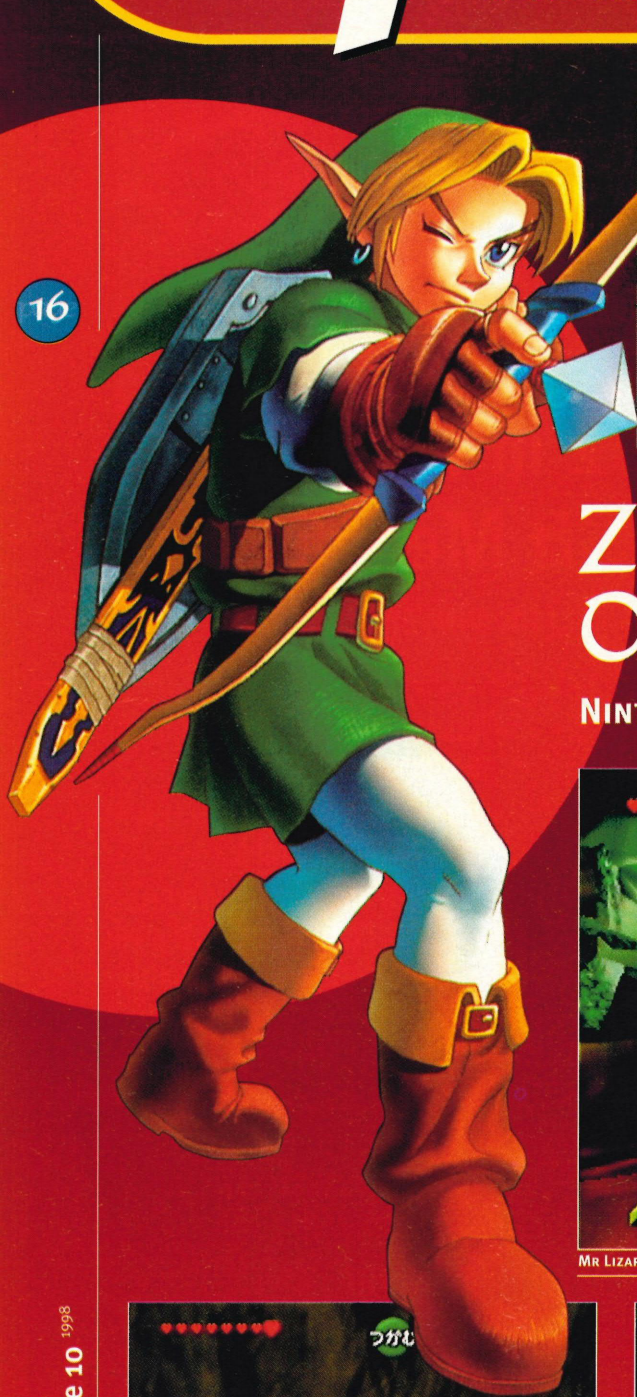
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# 64SIGHT

What's on the way from the software houses of the world? This little BUNCH, for starters!

16



## ZELDA<sup>64</sup>: THE OCARINA OF TIME

NINTENDO • APRIL (JAPAN), DECEMBER (UK)



MR LIZARD SENDS LINK STUMBLING TOWARDS A POOL OF BOILING LAVA.

Maybe we should rename this section Zeldasight, since every issue seems to see Nintendo releasing another batch of shots of their new baby! We're now only three months away from Z-Day, at least in theory; it wouldn't be the first time that *Zelda 64*'s release date has slipped.

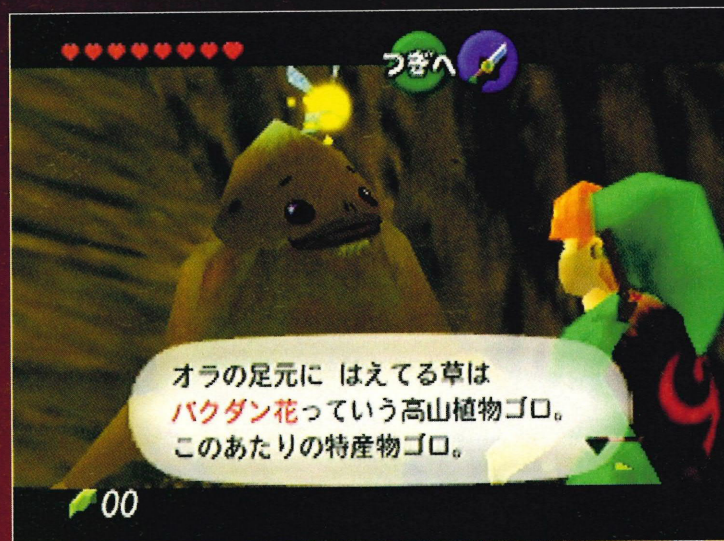
This month, we have mostly been watching: Link picking up and chucking one of the bombs that grow around the landscape; our baggy-hatted hero yelling "Who wants some?" at a big lizard; His Connectedness chatting away in Japanese with some kind of weird Pikachu-style creature with fat lips (wonder if he's got flashing eyes?); the Linkmeister gawping in yokel wonder







DEFEATED MONSTERS LEAVE BEHIND BONUSES FOR LINK, LIKE ENERGY-RESTORING HEARTS AND (BELOW) GEMS.



オラの足元にはえてる草は  
バクダン花っていう高山植物ゴロ。  
このあたりの特産物ゴロ。

OH DEAR, LOOKS LIKE WE MIGHT BE NEEDING THAT JAPANESE PHRASE BOOK AFTER ALL...

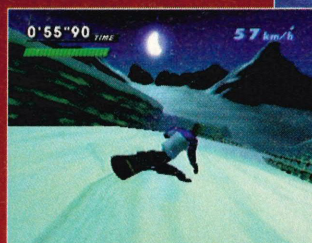
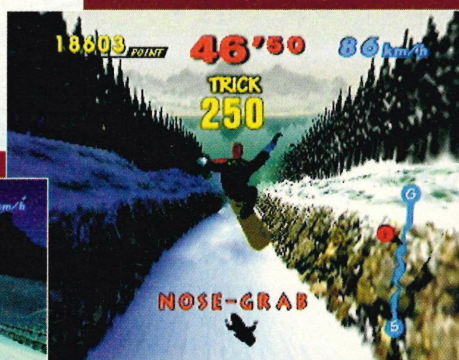


at the skyscraping buildings in a village.

Even at this stage, *Zelda 64* still keeps on popping up with new tricks. With a cartridge size four times that of *Mario 64*, there's still plenty of scope for further surprises, so anybody who's worried about *Zelda 64* suffering from 'trailer syndrome' (where you've already seen all the best bits before you even watch the main attraction) shouldn't have anything to be concerned about. You ain't seen nothin' yet...







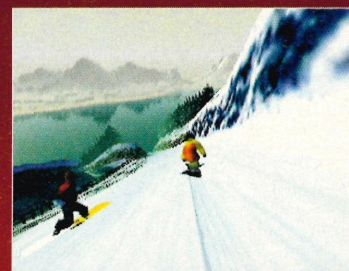
YOU DON'T WANT TO DO THAT IN THIS SORT OF WEATHER - IT'LL BREAK OFF.

## 1080° SNOWBOARDING

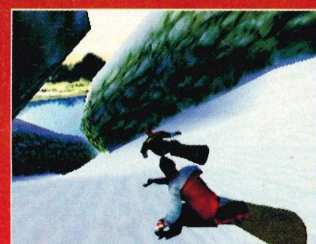
NINTENDO • FEBRUARY (JAPAN), SUMMER (UK)

At the Space World show (see our report last issue), Nintendo's new snowboarding game only had three tracks. Fortunately, it now looks like there will be several more for those of a woolly hat persuasion to slide down! The final track total may be as high as eight. More boarders will also be posing in the après board chalet - a couple of them can be seen here.

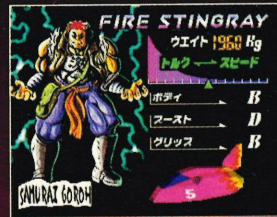
The Wave Race team are downing many a Pro Plus to get 1080°



Snowboarding ready for its scheduled February release, in time for the Japanese Winter Olympics. We'll be donning our Oakleys and acting all smug and superior in preparation!







# F-ZERO X

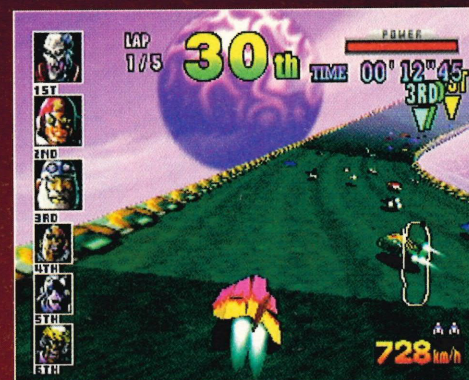
## NINTENDO • SUMMER

Take a quick tour of Mute City, the first track in Nintendo's long-awaited, slow-approaching *F-Zero X*. Forget anything you might have heard elsewhere about the backgrounds just being temporary; it's now almost certain that, a few tweaks aside, what you see will be what you get. Nintendo are very reluctant to put out screenshots of games with unfinished graphics, on the grounds that it might put people off the final game. If you want luscious visuals, buy *Yoshi's Story*. And finish it in three minutes. (Ow, that was cruel!)

But, you know, all the graphics tarts out there really need it hammering into their heads that it's

The Gameplay, Stupid. *F-Zero X* relies on testing the skill of the player to get people hooked, not filling the screen with big wobbling monsters that look pretty but don't actually do anything. Speaking gloatingly as someone who's actually played *F-Zero X* instead of just reading about it on the Internet and pretending, it's safe to say that Miyamoto's racer will have plenty to challenge genuine gamers, with its blistering speed and amazing smoothness – these really are things that you can't appreciate until you see the game for yourself!

The gloomy news is that the game is still some months away even in Japan, and probably won't gain a PAL version until August or September. We won't be able to take advantage of its 64DD compatibility either. Cheh! Looks like a trip to the importers could be in order...



LAST PLACE – BUT THE LEADERS AREN'T THAT FAR AHEAD!



# DEADLY ARTS

## KONAMI • SPRING



THE DEFECTOR FROM *FIGHTING Vipers* GOT A ROUGH RECEPTION.



The artist formerly known as GASP has, thankfully, been down to the public records office for a change of name. Konami's long-awaited fighting game will now be known, at least in America, as *Deadly Arts*, which in all honesty doesn't sound all that much better. Visions of people being stabbed in the eye with paintbrushes spring to mind.

Still, the game itself shows a lot of promise. We reported on it in last issue's Space World show coverage, but because we couldn't get any pictures of it (thank you Nintendo and your shiny-jacketed photo gestapo!) we couldn't show you the new features. Well, now we can!

The number of basic fighters seems to have increased from eight up to 12, and the game's unique selling point –



its customisation screens – lets you stretch this number almost to infinity. The dozen deadly duellists can be modified by players to their heart's content by altering their height and weight, clothing, hair, facial features and skin colour. Some truly bizarre battlers can be cooked up in this terrifying genetics lab, and their unique appearance can be complemented by an equally unique fighting style. The game's training option allows you to choose your own personalised set of special attacks for your fighter. Once you've mutated someone to your satisfaction, you can save them to a Controller Pak and face them off against other peoples' own creations.

With the game's release getting closer, the combat style has now been locked down. As we reported last issue, it's similar to *Virtua Fighter* (and this issue's *Art Of Fighting Twin*), though with the addition of weapons located around the arenas. If you feel that your skinny schoolgirl character is a bit outmatched by the seven-foot man mountain she's facing, just pick up a length of lead pipe and bray him around the head!

The N64 is finally starting to acquire a growing number of beat-'em-ups, but so far none of them have been truly outstanding. Could *Deadly Arts* be the one to paint a new picture (Vincent Price voice) in blood?



## LIZARD KING

Take a **TRIP** into a twisting maze of **DEATH** with *Forsaken 64* as we talk to its **DEVELOPERS**, Iguana UK!

20



**IGUANA IN AMERICA MAY HAVE** been the developers behind Turok, but their UK

equivalent are no slackers either! The Teesside-based company is currently working on three N64 games, the first of which to reach the shelves will be *Forsaken*. Although it shares a name and a basic *Descent*-like game style with the PC/PlayStation title being developed by Probe, the Nintendo version of *Forsaken* will be a very different experience.

64 MAGAZINE spoke to the designer and project manager of *Forsaken 64*, Bob McCracken, and company boss Darren Falcus. What does the antigravity blaster hold for gamers when it goes on sale this May?

**64 MAGAZINE: TELL US ALL ABOUT IGUANA UK.**

**IGUANA:** (Darren Falcus, Managing Director) We are one of Acclaim's four internal development studios, operating from Teesside. Iguana UK has been developing games for ten years and has assembled a good-sized studio of highly talented and enthusiastic people, committed to making great playable games of the

highest quality. At present we are working on *Forsaken 64*, *Shadowman*, and one other top secret game.

**64 MAGAZINE: WHAT'S THE STORYLINE OF FORSAKEN 64?**

**IGUANA:** (Bob McCracken) In the all too near future the world has been conquered by the Mechanical Defence Force (MDF). This bunch of ruthless machines have now claimed the Earth as their own, in the process casting out all human forms of life. Your objective is to overthrow the MDF, and return the planet to human control – a tricky task to say the least!

The only chance you have is to destroy the commanders of the MDF. These villainous creatures are holed up in their HQ, Babalas. This will ultimately be the final showdown for the player. Once they have been slain the way then opens for the return of the survivors of the human race to resettle the Earth.

**64 MAGAZINE: THE N64 GAME IS GOING TO BE DIFFERENT TO THE PC AND PLAYSTATION VERSIONS. IN WHAT WAYS?**

**IGUANA:** We've used the same characters and graphical style as the other versions, but the single player game is completely different.

**64 MAGAZINE: HOW MUCH FREEDOM HAVE YOU HAD TO ADD YOUR OWN IDEAS TO THE GAME, GIVEN THAT N64 FORSAKEN IS BASED ON THE PROBE GAME RATHER THAN BEING A DIRECT PORT?**

**IGUANA:** Acclaim decreed that the N64 version had to be 'significantly different' – this was set out at the very beginning of the project, so effectively we've had a free hand and could put in what ever we thought was cool!

Of course, Probe gave us feedback on these wild ideas; after all, this was originally their baby! But on the whole Probe have been great, with lots of great ideas and plenty of help – when we needed it.

**64 MAGAZINE: THE GAME IS SUPPOSED TO VARY ACCORDING TO HOW GOOD – OR BAD – A PLAYER YOU ARE. HOW DOES THIS VARIABLE DIFFICULTY FEATURE WORK?**

**IGUANA:** Argh, that's a good question! I don't want to tell you too much, but the player is channelled according to their ability. As the player gets better at the game new missions and challenges will open up!

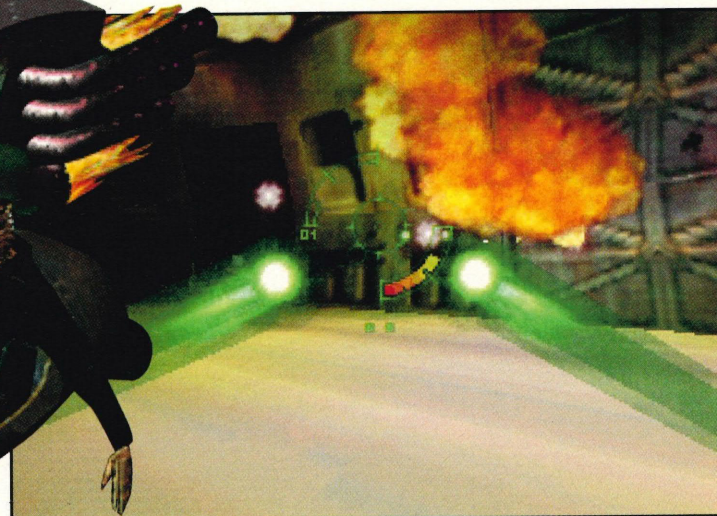
**64 MAGAZINE: HOW MANY PEOPLE CAN PLAY THE GAME IN MULTI-PLAYER MODE?**

**IGUANA:** Up to four players. Well, when I say four, I actually mean any combination of human and CPU players. If the player wants he can battle against three CPU-controlled





S



players. I must advise that this is only an option for the skilled player. I've been playing this game for a year, and on the more difficult settings it's still a heck of a challenge – it should keep even the toughest of gamers entertained.

**64 MAGAZINE: IS THE MULTI-PLAYER GAME A DEATHMATCH, CO-OPERATIVE, OR BOTH?**

**IGUANA:** We have numerous multi-player games, like pass the bomb, last man stands, maximum frag count and so on. Co-operative, well no – but I can assure your readers that it'll be highly competitive!

**64 MAGAZINE: HOW MANY LEVELS WILL THE FINAL GAME HAVE?**

**IGUANA:** We'll have 23 levels in total. These levels can be broken down into

five mission types.

**Collect Missions:** The Collect Missions set the player the challenge of fighting their way to a desired object or objects. For example, in one mission the player's objective is the retrieval of four pieces of a one-shot super weapon. Unfortunately, these four pieces are held by four hard-to-kill bounty

hunters. So, the challenge is to hunt down each bounty hunter, collect the desired objects and then discharge the super weapon, freeing the player from the mission.

**Defend Missions:** The Defend Missions challenge the player to protect an object – or objects – from the unwanted attentions of the automated defence forces. For example, one mission has the player escorting an automated freight pod across a very hostile environment. The

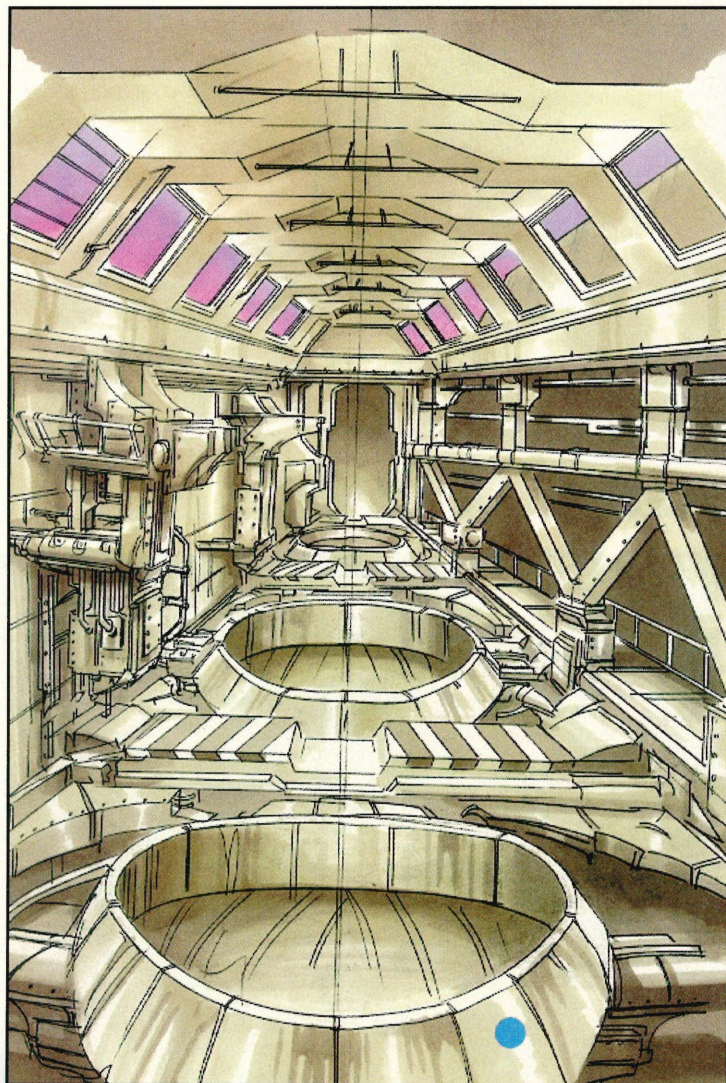
pod has its own pre-determined route, cutting through some amazingly hostile areas. So the player has to clear a path for the freight pod, but at the same time be conscious of the fact

that the pod is vulnerable to attack.

**Destroy Missions:** The Destroy Missions challenge the player to knock out a designated target or targets. These missions range from







hunting down a team of bounty hunters, to destroying a heavily fortified enemy base.

Clear Missions: The Clear Missions brief is a simple one – if it moves, shoot it! This style of mission is an excellent opportunity for the player to get used to the game mechanics, getting to grips with the basics of *Forsaken 64*, plus giving the player a cool and challenging introduction to the game.

Boss Missions: The Boss is the show-stopping visual blast, giving the

player what he wants – excitement, effects and a challenge! There are five bosses in total, each with their own unique arsenal and specially designed battle arenas.

**64 MAGAZINE: DESCRIBE SOME OF THE COOLEST THINGS THAT PLAYERS WILL COME ACROSS IN THE GAME.**

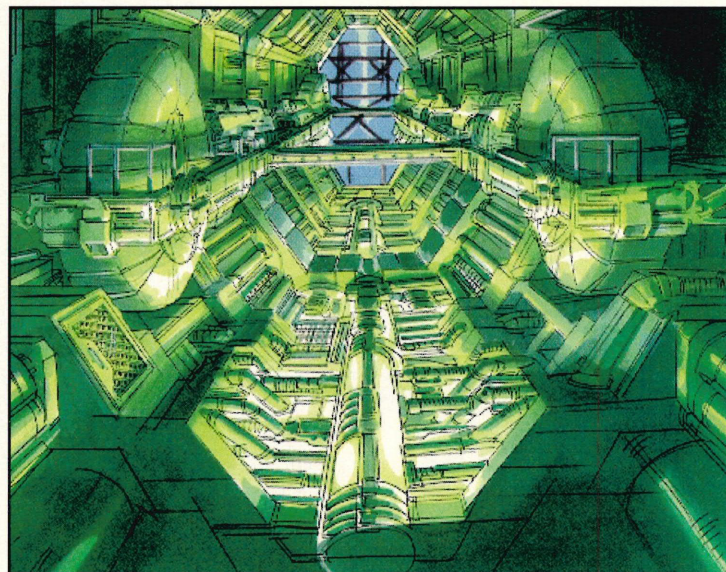
**IGUANA:** The weapons... no, the enemies... no the bosses – argh! It's all cool!

**64 MAGAZINE: HOW MANY DIFFERENT CHARACTERS ARE THERE?**

**IGUANA:** The player is able to choose from eight characters.

**64 MAGAZINE: DOES CHOOSING A DIFFERENT CHARACTER CHANGE THE WAY THE GAME PLAYS?**

**IGUANA:** All characters have their own distinctive set of attributes, which



gives every character a different handling characteristic.

**64 MAGAZINE: WHAT ARE THE DIFFERENT TYPES OF WEAPON THAT WILL BE AVAILABLE?**

**IGUANA:** Smart missiles; they'll follow your target halfway around the world before getting bored. A massively destructive weapon that'll obliterate anything that's unlucky enough to be caught in its blast radius. Proximity activated mines that'll blow if the enemy gets too close. Offensive mines, these beauties will attack enemies if they get too close! There's a lot more, but I can't remember them all, suffice to say they are all very cool.

**64 MAGAZINE: WHAT HAS BEEN THE HARDEST TASK YOU'VE FACED IN GETTING THE GAME TO FIT ON AN N64?**

**IGUANA:** Just getting the machine to handle the number of enemies we

want to throw at the player. It's taken almost two years for us to get to a point where the player will actually feel overwhelmed by the number of









# GRUNT!

Five copies of  
**WCW  
Vs  
NWO**  
to be won!



**LAST ISSUE, WE WERE TAKEN** by surprise when a bunch of beefy blokes in sweaty leotards bust into the office and took over our N64. We were even more surprised when they hammered all the competition!

The greased-up grapplers in question were, of course, the contestants in THQ's *WCW Vs NWO: World Tour*, which body-slammed all opposition to the floor to take the highest mark yet awarded to a fighting game by 64 MAGAZINE. Thanks to THQ, five readers can now be hammered into the ground by huge musclemen and hit by chairs without

having to visit a Newcastle pub!

The five iron-pumpingly fortunate winners will also get themselves a handful of wrestling paraphernalia, including *WCW Vs NWO* baseball caps

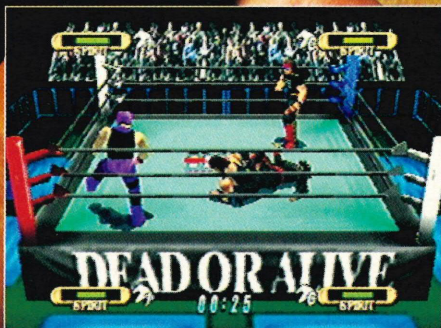
and t-shirts. Wear this get-up and nobody will ever dare mess with you again! (Note from our lawyers: this is not a guarantee.)

To win this tendon-popping array of

squared circle gear, we want you to get creative and draw a completely new wrestler to take on the collective might of the WCW, the NWO, the DOA, the FBI and probably the LOMBARDS as well. The five most original, entertaining or best-drawn examples of creative wrestlerhood will win!

You can draw your entry in any medium (though we'd prefer not to see anything scrawled in your own – or anyone else's – blood), and you need to send it to us at *Grunt 'N' Grapple compo*, 64 Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JS, to slam down onto our mat by February 3. Let's get ready to rumble!

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**NEW!**

# 64

## SOLUTIONS

From the makers of 64 Magazine - the biggest-selling Nintendo magazine!

# AT LAST!

## THE WAITING IS OVER!

The Ultimate Tips magazine for the Ultimate console is here!

### MORE!

Most Nintendo mags stretch out solutions over many issues. We do it all in one. No-one does it better!

### SORTED!

64 Solutions gives you full game maps, handy hints, the very latest push-button cheats, and lengthy and authoritative playing guides to the games you want solving.

### GIANT!

132 pages of unadulterated gaming heaven! Bigger than any other N64 magazine!



### INCLUDING:

In issue two, full solutions to every new N64 game:

**Goldeneye**  
**Diddy Kong Racing**  
**Extreme G**  
**Pilot Wings**  
**Killer Instinct Gold**  
**MK Trilogy**  
**Mischief Makers**

### PLUS:

The complete A-Z of Nintendo 64 cheats and tips, so you're never without the full list whichever issue you buy!

# 64

**SOLUTIONS**

Our pledge is to give you the best and most accurate information. The complete guide, with relevant pictures and captions. This is our promise to you!

### WHEN?

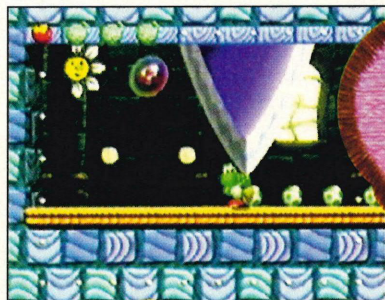
The second issue of 64 Solutions is out now priced at £3.95 and is available from all good newsagents. Don't miss it!



It's **ANOTHER** review-larded issue, with **NO** fewer than **40 PAGES** of prime games dissection for your **DELECTIONATION**. Like last issue, though, there's nothing **REALLY STUNNING** – not even from **NINTENDO!** Let's hope there's an **UPTURN** in the next few months, or I'M going back to play with my **SATURN**. Kidding!

## 28 YOSHI'S STORY

Mario's little green mate gets his first N64 outing after his guest appearance in *Super Mario 64*. But will this spin-off be a success?



## 38 WAYNE GRETZKY'S 3-D HOCKEY '98

Not entirely unlike *Wayne Gretzky's 3-D Hockey '97*, it has to be said. Is it still ice to see the Gretzker?



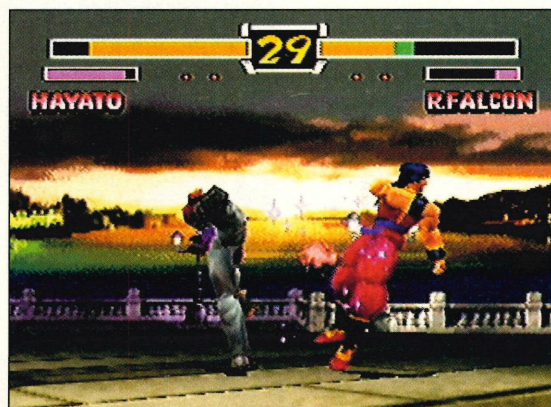
## 46 SNOBOW KIDS

The second super-deformed game this month. How will it face up against Konami's Olympics game?

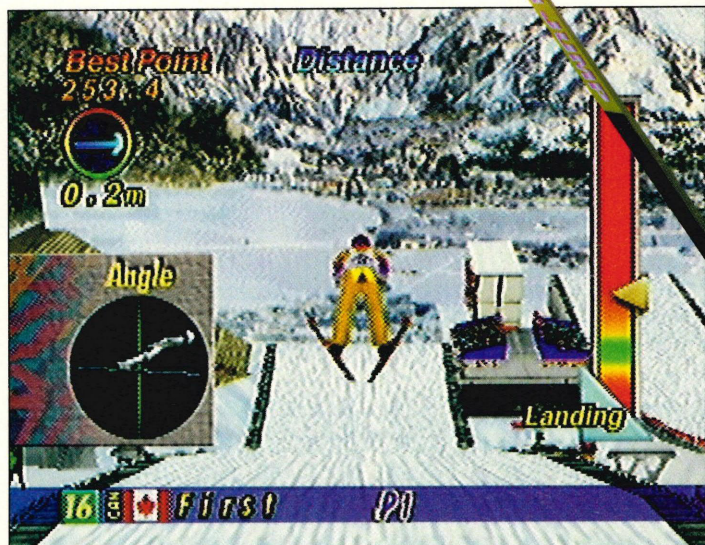


## 42 ART OF FIGHTING TWIN

The first of the new wave of Japanese beat-'em-ups is here, with two modes of play – are either of them any cop?







☯ Taking winter sports all dead serious, like. Does it fly like an eagle – or flop like an Eddie the Eagle?

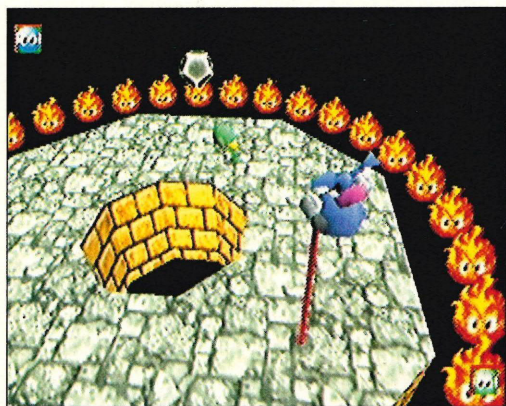
**56** If you wanted to play *Wipeout*, you'd buy a PlayStation. Or would you? (Hint: yes.)

**66** You'll be amazed at what this little man can do with his tongue! And it's not even pierced.

**62** Clackaclackaclackaclacka clacka clacka cla-cka  
claaaa-ckaaaa claaaaack...

**64** The game they couldn't kill! And they tried, believe me. Now you can play it over here. Yay.

“But officer, I was just trying to free my little robot friend from a huge rotating ball.” (Hiss of CS gas.)



● **EVERY REVIEW IN 64 MAGAZINE CONTAINS STANDARD INFORMATION ABOUT EACH GAME, GIVING YOU DETAILS AT A GLANCE.**

**MEMORY:**  
EVERY REVIEW WILL TELL YOU WHAT THE  
CARTRIDGE SAVE OPTIONS INCLUDE.

**YOU CAN BUY A SEPARATE  
MEMORY PAK, SO WHAT  
ELSE DOES IT GIVE  
YOU?**



● THIS IS WHERE WE TELL YOU HOW MUCH OF THE N64 IS USED BY EACH GAME AND WHETHER THERE ARE ANY SPECIAL NEW FEATURES WHICH ONLY THE N64 COULD HANDLE. HOW MANY GAMES ARE TRULY 64-BIT?

● **IN UK UPDATES, THIS BOX REPLACES THE \$64,000 QUESTION. IT ASKS IF THE UK VERSION OF THE GAME BEEN OPTIMISED TO RUN AT FULL SPEED AND FULL SCREEN ON BRITISH TELLIES – OR HAS THE PRODUCER JUST HACKED OUT A STRAIGHT CONVERSION WITHOUT BOTHERING TO CRANK UP THE SPEED FOR OUR SLOWER N64s?**



What does the overall score mean? Unlike many magazines, where an 'average' game can still achieve 80%, 64 MAGAZINE is stricter in awarding scores. Here's how we rate things:

Guaranteed steroid free! Winners of the Gold Medal are those rare titles that every N64 owner should buy. We are going to be *very* selective about who gets these...

While not *quite* an essential purchase, any game that receives our Sizzler award should definitely be in the running for your readies.

Either the low end of excellence or the top end of great, depending how you look at it. Games in this range are worth investigating, especially for fans of the game's genre.

Approaching Planet Dubious; games that end up here are either good but flawed, or average but redeemed by clever features. Think carefully before buying.

Well average. Any game that lands in this area will have little special to offer you, the game-starved punter. Think *very* carefully before buying.

The Dead Zone! Anything that can only scrape this kind of score should be left on the shelf to rot.

We used to hope that no N64 game could fall this low. Unfortunately, one has!



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Dog's bollocks or dog do? We judge each N64 game on the following criteria: graphics, sound, gameplay and challenge.



**SHEER BRILLIANCE – AS GOOD AS  
YOU'LL FIND ANYWHERE!**



**VERY GOOD, BUT NOT PERFECT.**



**DOES THE JOB, BUT  
NOTHING SPECIAL.**



**DEFINITELY BELOW  
PAR. WATCH OUT.**



**READ 'EM AND WEEP, ESPECIALLY  
IF YOU'VE BOUGHT IT!**



# YOSHI'S ST

**Ninfo**



**Publisher:**  
**Developer:**

Nintendo  
Nintendo

**Game Type:**  
**Origin:**

Platform  
Japan

**Release Date:** Out now (import)  
**Price:** £64.99

28

**NINTENDO'S** first NEW game in eight months – was it worth the WAIT?



**YOSHI'S STORY IS ONE OF THE** most eagerly anticipated N64 games since *Super Mario 64*.

A well-known and popular Nintendo character; a sequel to an extremely good Super NES game; the first wholly Nintendo-produced game since *Starfox*. That's a whole lot of expectations for any game to live up to. The question is: is *Yoshi's Story* worth the wait?



SOME OF THE ENEMIES ARE HUGE – THIS WATER SNAKE PURSUES YOU, COILING OVER MOST OF THE SCREEN.

## Memory Options

**MEMORY:**  
SAVES LEVELS  
REACHED AND  
HIGH SCORES  
**CONTROLLER PAK:**  
N/A



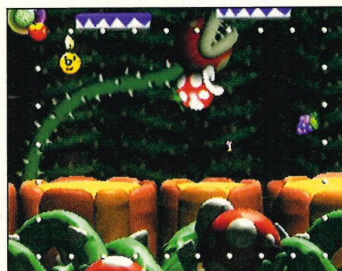
## \$64,000 Question

- + LOOKS STUNNING
- + GOOD USE OF ANALOGUE CONTROL
- + PLENTY OF LITTLE HIDDEN TREATS
- NOT THAT MANY LEVELS
- LUDICROUSLY EASY
- YOSHI SONG GETS REALLY ANNOYING!

Hmmnyeehh... you'll have to get back to me on that in a few pages.

## KIDDIE CORNER

The original *Yoshi's Island* on the SNES was distinctive in that it combined a very taxing game with child-like presentation, the graphics deliberately looking as if they'd been scrawled, splashed or even abandoned halfway through by a pre-schooler. In some ways this was in keeping with the game itself, which had Yoshi and his many relatives, all called Yoshi, trying to carry a baby Mario to safety through numerous charming yet hostile landscapes. Although the game was, in my view, even tougher than *Super Mario World* (though not as tricky as *Mario All-Stars*), a lot of potential players were put off precisely



THESE FLOATING PIRANHA PODS SHRINK YOSHI IF THEY CATCH HIM, THEN SPIT HIM OUT. USUALLY ABOVE A HOLE...



BY HOLDING R, YOU CAN ZOOM IN ON YOSHI. WHY? ER, AH... 'CAUSE IT LOOKS COOL, PROBABLY.

because of the style of the game. Well, looks like somefink for kids, dunnit?

*Yoshi's Story* stands a good chance of suffering even more from this problem. The look of the game's front end has gone beyond forced cuteness into the outright twee, at least in my view. If you're under five years old or one of those students who watches *Teletubbies* (for purely ironic reasons of course, yah) then

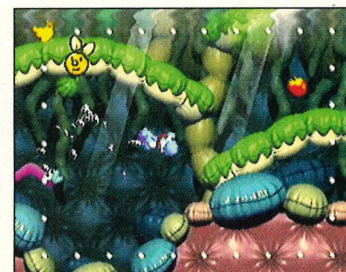
you might get a kick out of it, but once you've got past the initial sense of 'ahh, isn't that sweet' it doesn't take that long before all that sugar rots your teeth and sets your stomach a-churning.

Interestingly, the style of the front end isn't really carried over into the look of the game itself. Crayola scribbles are out; high-res Silicon Graphics renders are in. If Bill Gates ever has kids, this kind of thing is what he'll be sticking to his fridge with alphabet magnets.

*Yoshi's Story* is certainly a feast of eye candy, proving that the N64 can actually make use of all those colours it's got stuffed under the bonnet. Unlike the 'hand-drawn' *Yoshi's*



MAKE IT SAFELY ACROSS THE LAVA BY RIDING THIS HUGE DRAGON – AS LONG AS YOU DON'T FALL IN WHEN HE SUBMERGES!



SEVERAL LEVELS TAKE YOSHI UNDERWATER, WHERE YOU CAN SEE A GLORIOUS WATER RIPPLING EFFECT JUST BELOW THE SURFACE.

**If Bill Gates ever has kids, this kind of thing is what**



# ORY

## Colour Of Might

YOU HAVE SIX YOSHIS TO CHOOSE FROM, EACH OF WHICH PREFERS A DIFFERENT KIND OF FRUIT. FEED THEM THEIR FAVE FRUIT AND THEY'LL INSTANTLY REGAIN ALL THEIR ENERGY!

RED AND PINK - APPLE



YELLOW - BANANA



GREEN - WATERMELON



CYAN AND BLUE - GRAPES



ROBOCOP 2 ON THE ATARI ST IS... SORRY, I GOT CAUGHT IN A FLASHBACK THERE!

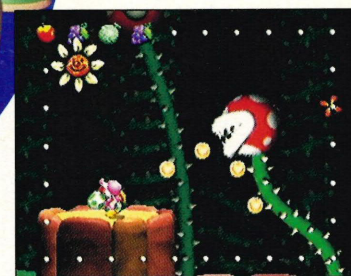
*Island, Story* is full of gleamingly crisp, lovingly detailed landscapes made of everything from soft fabrics to armchair leather. Yoshi's enemies are equally splendid to look at, all his opponents from the tiniest insects right up to the screen-high monsters lurking in some levels being treated to the same attention to detail. Everything is beautifully animated and given a shading effect that makes them almost pop out of the screen. *Mischief Makers* dropped some hints about what the N64 can do in 2-D, but *Yoshi's Story* pushes the boat out so far it's run ashore on the other side.

Sound, often an under-used part of N64 games, is also rich with clever details. Leaving aside the chorus of singing Yoshis that whine away over the title screen, the music is the perfect accompaniment to the game itself. A jungle level gets pounding tribal drums, a desert island stage features an upbeat Caribbean backing and one chapter even has rumbling shouts of "Yosh-i! Yosh-i!" urging you on!

A really cute touch is the way the music goes wonky when Yoshi is down to his last blim of energy (the energy bar is represented by a flower in the

corner of the screen, which loses its petals as Yoshi takes hits), then slowly winds back up to speed when he regains his strength.

Just about all the creatures in the game squeak and mutter away to themselves, which once you're familiar with their burlblings can sometimes be used to work out what you're about to face on the next screen. Yoshi himself is especially vocal, grunting with effort as he flails his legs to give himself just a little more height in a



YOU'VE SEEN PIRANHA PLANTS BEFORE - BUT NEVER LIKE THIS!

jump and squealing in terror when he takes a long fall. He even growls at approaching enemies!

## BROUGHT TO BOOK

The game is structured like a story - well, with a name like that you'd sort of expect it - in six 'chapters', each chapter being broken up into four smaller sections. Paragraphs, I suppose. You choose your route



IF YOU SEE A DOG HANGING AROUND, POWER-DIVE INTO THE GROUND - THERE'S USUALLY SOMETHING VALUABLE HIDDEN NEARBY, LIKE THIS HEART.



THIS SECTION IS ONE OF THE VERY FEW PARTS OF THE GAME THAT MOVE BEYOND 2-D. YOU CAN'T HARM THE SNOWBALL THROWERS - BUT THEY CAN HIT YOU!



THIS FISH IS A COMPLETE BASTARD! ONLY THE HIGHEST PLATFORMS ARE SAFE FROM HIS LEAPS, AND IF HE CATCHES YOU IT'S INSTANT DEATH!

he'll be sticking to his fridge with alphabet magnets!



## Boss Log

APART FROM BOWSER, WHO GUARDS THE HAPPY FUN TREE AT THE END OF THE GAME, THERE ARE FOUR MID-BOSSSES WHO HAVE TO BE DEFEATED.

### CLOUD BOSS



THIS HAPPY SMILER IS DEAD EASY TO DEFEAT. JUST GIVE HIM A REPEATED TONGUE LASHING AND HE'LL EVAPORATE IN MOMENTS!

### PREDATOR BOSS



OKAY, HE'S NOT REALLY A PREDATOR, BUT HIS INVISIBILITY CLOAK LOOKS VERY SIMILAR. JUST BOMBARD HIS SHIMMERING SHAPE WITH EGGS!

### GENIE BOSS



ALL RIGHT, FAT BLOKE? THE MICHELIN MAN MIGHT HAVE FALLEN ASLEEP ON A RAILWAY LINE, BUT HE'S STILL A MENACE. EGG HIM WHEN HE TURNS YELLOW.

### LIPPY BOSS



SHORT, FAT AND GREEN – HE'S A TELETUBBY! GIVE HIM WHAT HE DESERVES BY SMACKING HIS LIPS WITH EGGS UNTIL THEY EXPLODE.



THE SHY GUYS RE-ENACT A SCENE FROM *THE HUNT FOR CYAN YOSHI*.



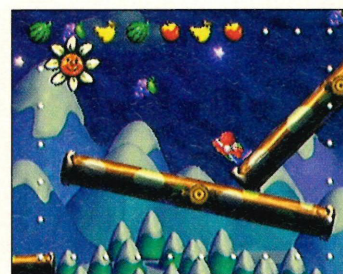
"UNDER THE SEA... DA DOO DA DOOM... SOMETHING ABOUT CRUSTACEANS... LA LA LAAAH..."



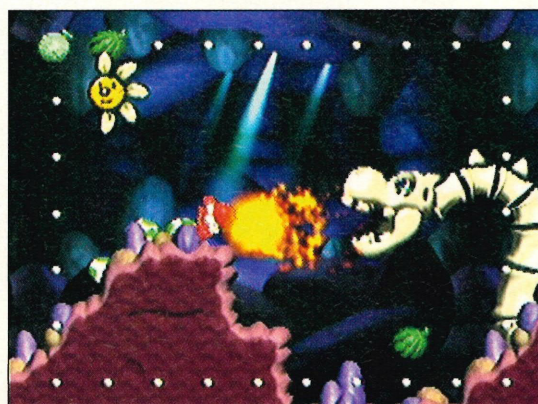
SOME FAMILIAR FACES FROM PAST NINTENDO GAMES RETURN – THE BOOS ARE BACK IN TOWN!

through the story (oh god, it's one of those damn *Fighting Fantasy* books!) by opening up Yoshi's pop-up book. Opening up a new page sends cut-out representations of the horrors ahead springing up at you, giving an idea of what you can expect to encounter in each chapter.

Initially only one level is accessible in each chapter – others open up the more you play the game, but right now I'm uncertain as to what the actual trigger is that lets you enter



GIANT SEE-SAWS MAKE UP PART OF ONE SNOW LEVEL. LUCKILY, YOU'D HAVE TO BE VERY CLUMSY TO FALL OFF THEM.



SKELETAL DRAGONS POP UP FROM THE GROUND IN THE SECOND CHAPTER. A FEW EGGS HURLED AT THEIR SKULLS SHOULD SEE THEM OFF.



THIS JELLY SLOWLY SINKS UNDER YOSHI'S WEIGHT. THERE ARE VALUABLES TO COLLECT THIS TIME, BUT OTHER JELLIES HIDE SPIKES OR ENEMIES!



new levels. Sometimes you might be presented with a full foursome on opening the chapter, other times you'll only get a single choice. As far as I can tell, new levels are opened by collecting the giant hearts hidden around the worlds, but I could be

## I completed th

wrong. Since the manual's in Japanese it's not really much help in solving this riddle, but there is a game option where you can practice levels you've already completed, which does improve your chances of uncovering the secrets hidden in each level.

When Yoshi enters a level, he always starts off with only one petal of energy, so his first priority is to bring himself up to full strength. The quickest way of doing this is to collect the fruit which are the key to the whole game. As near as I can gather, the plot of the story is that the evil Bowser (yes, it's him again, or someone who looks an awful lot like him) has stolen the Super Happy Fun Tree and put it in his castle, and Yoshi is the man, or dinosaur, or whatever, up to the task of bringing the tree back to where it belongs.

Luckily for Yoshi, fruit from the tree



# Yoshi's Story



WITH A MOURNFUL WAIL, A SHINY NEW 64-BIT LAVA GHOST WAFTS AT YOSHI.



AS ADVERTISED ON LIVE TV'S LATE-NIGHT 'COMMERCIAL PRESENTATIONS'.

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**e game less than three hours after first plugging it in!**



A JELLYFISH HAS A HEART HIDDEN INSIDE – IF YOSHI EATS IT, HE BECOMES TEMPORARILY INVINCIBLE.

has been scattered all over the landscapes he has to traverse on the way to Bowser's castle. Once he collects 30 pieces of fruit, the exact number being shown in fruity form



BALLS WITH TEETH – EVERYBODY'S NIGHTMARE!

around the edges of the screen, he's completed a chapter and can turn the page. Fruit restores Yoshi's energy, and particular colours of Yoshi – there are six of the little fellas to start with, plus another who can be hatched from an egg found along the way – prefer different kinds of fruit. For example, the yellow Yoshi gains the most benefit from bananas. If fruit are scarce, Yoshi can make do by eating the locals!

## MMM, FRUITY

This fruit-collecting aspect makes the structure of the game a bit different from Nintendo's previous platform games. Since there's no specific exit to a level, the impetus isn't so much

on getting to a certain point as quickly as you can, but more on wandering around looking for fruit. On most levels it doesn't make that much of a difference because on the whole, the stages are fairly linear. However, there are some – like the jungle treetops level, where Yoshi has to pick his way over a maze of bamboo platforms – which sprawl all over the place and can get a bit annoying when you reach yet another dead end and have to go back the way you came.

Yoshi's abilities are for the most part the same as in his Super



CERTAIN SECTIONS OF THE GAME PULL THE CAMERA BACK TO SHOW MORE OF THE SCENERY – USEFUL IN THIS AREA!

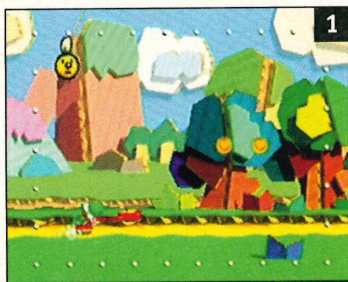




## Chapter 1!

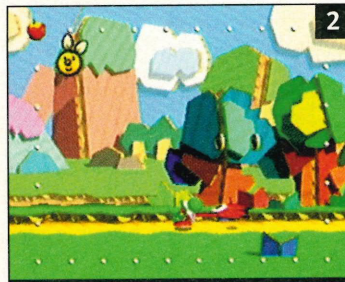
RATHER THAN JUST TELL YOU ABOUT *Yoshi's Story*, WE THOUGHT THAT IT WOULD BE A GOOD LAUGH TO SHOW YOU AS WELL! THIS IS JUST THE FIRST SECTION OF THE FIRST LEVEL, BUT IT PROVIDES A GENTLE INTRODUCTION TO MOST OF THE SKILLS THAT YOSHI NEEDS TO MASTER IF YOU ARE TO RECOVER THE SUPER HAPPY FUN TREE. IF YOU WANT TO KNOW ANYTHING ABOUT *Yoshi's Story*, 64 MAGAZINE IS THE ONLY PLACE TO LOOK – OUR PEOPLE HAVE BEEN BUSTING GAMES WIDE OPEN SINCE YOSHI WAS JUST AN EGG!

### GRAB THE FRUIT



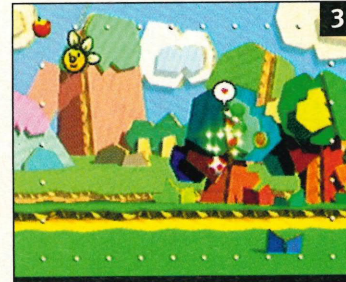
THE FIRST THING YOSHI NEEDS TO DO ON A LEVEL IS BUILD UP HIS ENERGY. EATING FRUIT IS THE BEST WAY OF DOING THIS, AS YOUR MUM ALWAYS TOLD YOU!

### GOODBYE SHY GUY



AN ALTERNATIVE METHOD OF GAINING ENERGY IS TO EAT THE INHABITANTS OF EACH LEVEL! NOT ALL ENEMIES PROVIDE ENERGY, BUT SHY GUYS GIVE YOU ONE PETAL OF POWER.

### COIN CASCADE

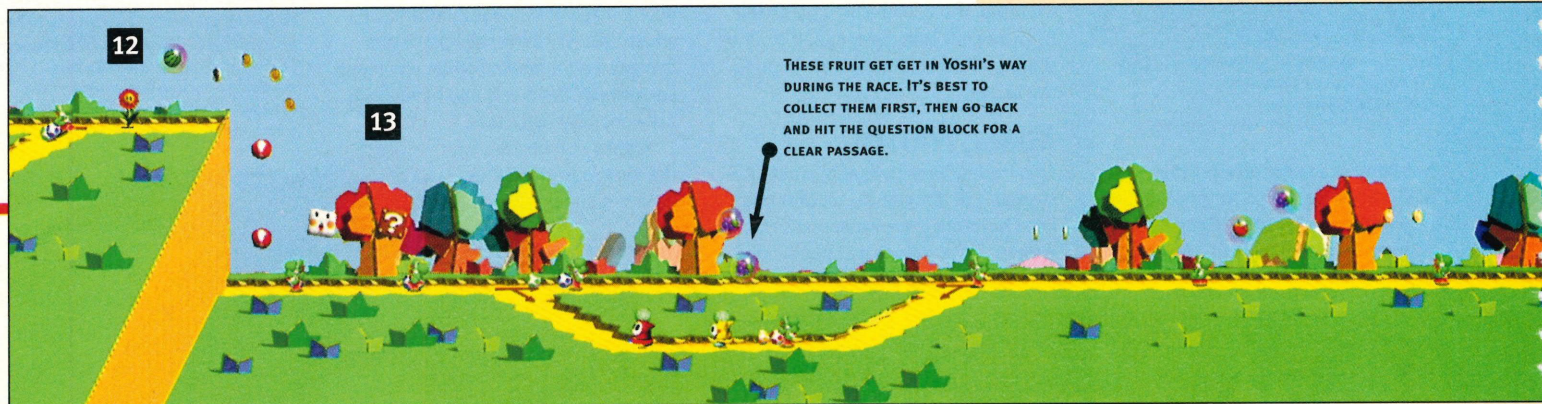
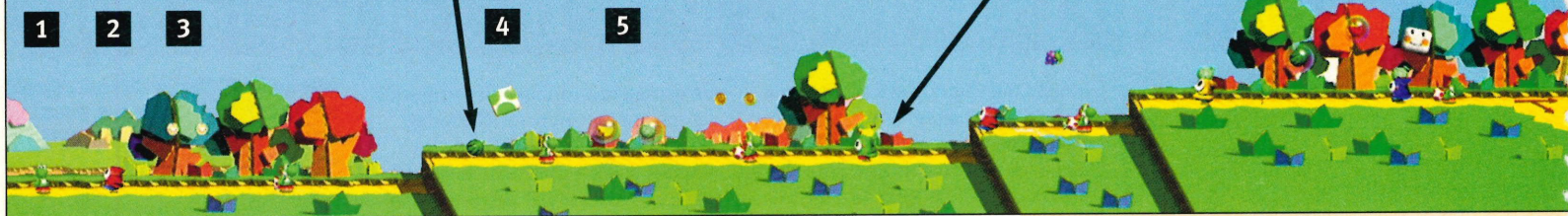


THE COINS THAT ARE SCATTERED AROUND EACH LEVEL DON'T APPEAR TO DO ANYTHING FOR YOSHI APART FROM GIVE HIM EXTRA POINTS AT THE END OF THE LEVEL. BUT GRAB 'EM ANYWAY!

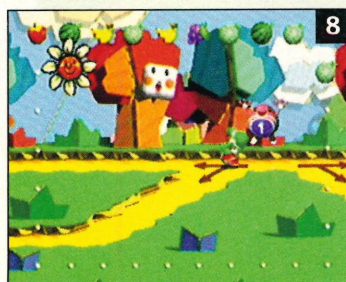
### START

DIFFERENT FRUITS PROVIDE MORE ENERGY DEPENDING WHICH COLOUR YOSHI YOU'RE USING. THE GREEN YOSHI WILL GET THE MAXIMUM BENEFIT FROM THIS WATERMELON.

THE COLOUR OF SOME ENEMIES ALSO AFFECTS HOW MUCH ENERGY YOSHI GAINS FROM THEM. IF HE POWER-DIVES INTO THE GROUND HE'LL CHANGE THE COLOUR OF THE SHY GUYS – GREEN YOSHI GETS THE MOST FROM GREEN GUYS!



### CHUBBY CHECKPOINT



IF YOU SEE A SLEEPING FAT BLOKE WITH A NUMBER, JUMP ON HIM. THESE GUYS ARE THE RESTART POINTS, AND ALSO ACT AS TELEPORTS ONCE WOKEN.

### SLAMMIN'!



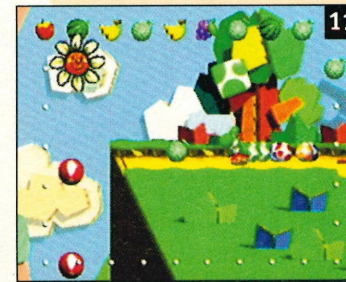
THESE FORKS IN THE PATH ARE BLOCKED BY GITS. TO GET AROUND THEM, POWER-DIVE INTO THE GROUND (JUMP AND PUSH DOWN) AND SNEAK PAST WHILE THEY'RE STUNNED.

### TONGUE ACTION



BLOCKS WITH EXCLAMATION MARKS ARE TONGUE-FRIENDLY – YOSHI CAN AUTOMATICALLY PULL HIMSELF UP ONTO THEM BY TOUCHING THEM WITH HIS EXTENDABLE ORGAN.

### THE SECRET GARDEN

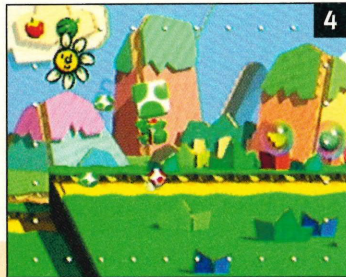


FRUIT ARE HIDDEN ALL OVER THE LEVELS. IF YOSHI USES HIS TONGUE TO PULL HIMSELF UP ONTO BOTH BLOCKS RATHER THAN JUMPING, THIS MELON WILL APPEAR.



# Yoshi's Story

## GET YOUR BLOCKS OFF



ALTHOUGH EATING ENEMIES GIVES YOSHI EGGS, THE QUICKEST WAY OF GETTING THEM IS TO FIND AN EGG BLOCK AND JUMP INTO IT. YOSHI CAN HAVE UP TO SIX EGGS AT ONCE.

## BURST MY BUBBLE



A GOOD USE FOR EGGS IS POPPING THE TONGUE-PROOF BUBBLES THAT PROTECT CERTAIN FRUIT. HOLD DOWN Z, AIM WITH THE ANALOGUE STICK, THEN FIRE!

## SUPER CARRIER

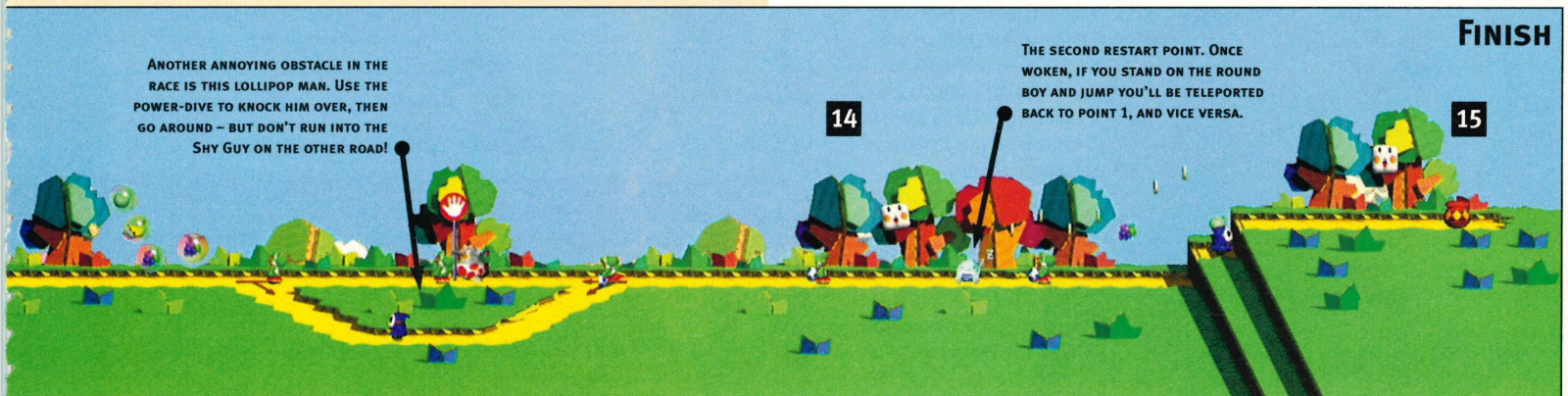
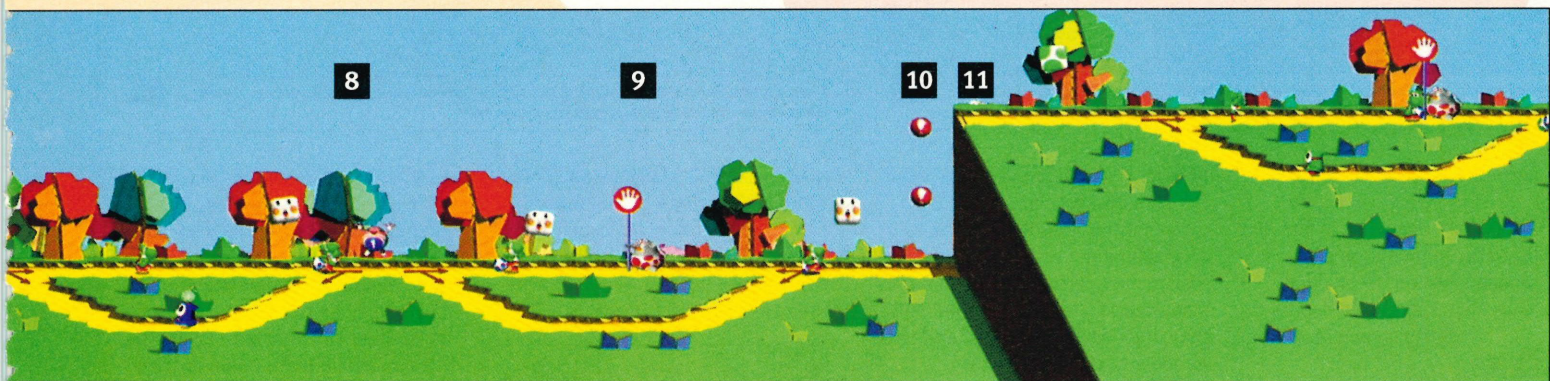


SOME ENEMIES CARRY FRUIT AROUND WITH THEM – MAKE SURE YOU EAT THE CARRIERS FIRST IN CASE THEY WALK INTO YOU! THE MELON, CARRIED HERE, IS LIKED BY ALL YOSHIS.

## HELP MEEEE!



THE SMILING HELP BLOCKS ARE PRETTY USELESS IN THE IMPORT GAME, AS THEY'RE ALL IN JAPANESE. HOWEVER, SINCE THEY GIVE AWAY ALL THE SECRETS, IT'S PROBABLY A GOOD THING.

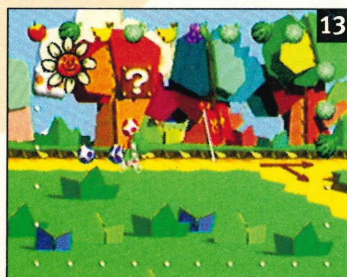


## FLOWER OF POWER



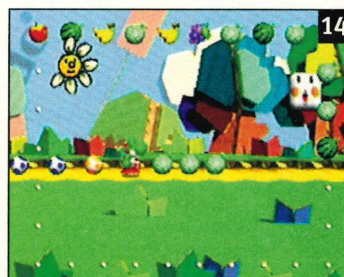
IF YOSHI IS LOW ON ENERGY, SUNFLOWERS CAN GET HIM BACK TO FULL STRENGTH IN SECONDS. JUST KEEP EATING THEIR HEADS UNTIL HE'S MAXED OUT!

## QUESTIONABLE?



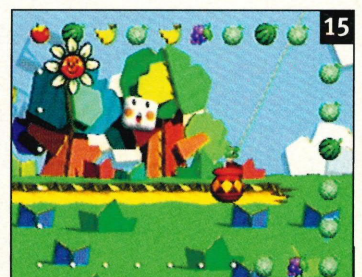
QUESTION MARK BLOCKS HOLD SURPRISES. THIS ONE STARTS A RACE – YOSHI HAS TO GET FROM ONE RED FLAG TO ANOTHER AS FAST AS HE CAN TO EARN EXTRA MELONS.

## CHEQUERED FLAG



THE TIMER FOR THIS RACE IS A LINE OF SEVEN MELONS, AND A CHOMP WHO WORKS HIS WAY THROUGH THEM. THIS TIME, YOSHI ONLY HAD THREE MELONS REMAINING AT THE FINISH.

## GOOD POT



THE END OF THIS SMALL PART OF THE FIRST LEVEL IS A POT, WHICH WILL TAKE YOSHI TO THE NEXT AREA. JUST JUMP ONTO IT AND PUSH DOWN TO BE WHIRLED AWAY!



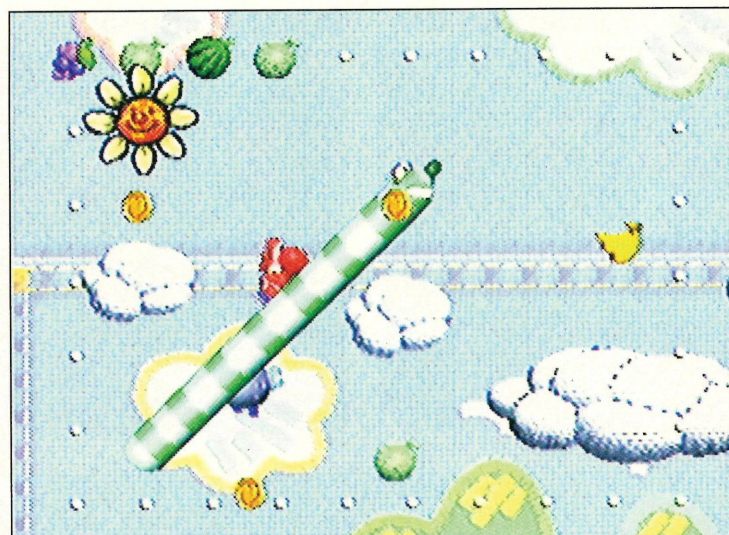


THIS HUGE WOODEN HAMSTER WHEEL SLOWLY ROLLS ALONG THE LEVEL AS YOSHI RUNS INSIDE IT. IF HE FALLS THROUGH THE GAPS, THOUGH, HE DIES!

NES adventure. As well as normal jumps, he can give himself a little physics-defying extra boost in mid-air if you keep the jump button pressed, and pushing down on the analogue stick makes him slam into the ground, squashing anything

beneath him and jolting things loose from the background. Yoshi's main weapon is his tongue, which as well as grabbing the vital fruit and pulling him up onto certain floating blocks is also used to snag enemies and pull them into his gaping maw. Eating his opponents, as well as usually providing extra energy, also lets Yoshi instantly lay eggs (that's one hell of a metabolism) that follow him around in a trail and can be thrown to bring down flying attackers or pop the tongue-proof bubbles surrounding some fruit and power-ups. Large green-and-white blocks also spew out eggs when Yoshi headbutts them. The analogue stick is used to aim the eggs, and is a lot easier to control than the Super NES method of a rotating cursor. The eggs explode when they reach the position of the cursor, so you have to make sure that it's located on or past the target when you fire or it'll detonate harmlessly in mid-air – very annoying if you're down to your last egg!

Interestingly, Yoshi has actually lost some talents from the older game – he can no longer spit objects in his mouth at his opponents, as anything he grabs with his tongue is now automatically



THESE STRIPED WORMS TAKE YOSHI INTO THE SKY, BUT CHANGE DIRECTION WHENEVER HE JUMPS. IF THEY MOVE OFF THE SCREEN, HE'S IN FOR A LONG FALL!

swallowed. This suggests a definite trend in Nintendo's games toward simplification, reducing everything down to the bare minimum of controls. It's not just Nintendo who are doing this – *Art Of Fighting Twin*,

also reviewed this issue, trims the control method to the bone. But is there a point where games become too simplified to maintain interest? With Nintendo's stated intention being to make their games accessible to younger and younger age groups, it's a question that's going to keep coming up in the future.

## SEQUELITIS

If you've played any of Nintendo's 2-D platform games before, and with a



A RULE OF VIDEOGAMING THAT WE MISSED IN ISSUE SIX: "ALL GAMES WITH A SNOW LEVEL MUST FEATURE PENGUINS".

## You're not likely to find Yos



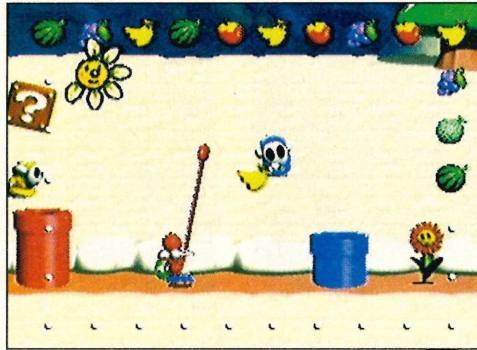
LAKITU, ANOTHER OLD NINTENDO FAVOURITE, DIVES IN AND BOMBS YOSHI WITH ROCKS. TAKE HIM OUT AND YOU CAN STEAL HIS CLOUD!



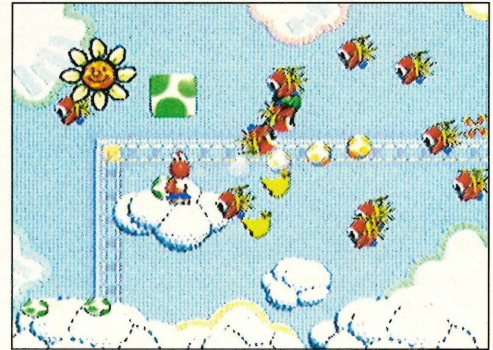
# Yoshi's Story



SOME QUESTION BOXES CONTAIN BONUS COINS, WHICH TRY TO RUN AWAY FROM YOSHI WHEN RELEASED.



PIPES, A COMMON FEATURE OF NINTENDO'S PLATFORM GAMES, ALSO CROP UP IN *Yoshi's Story*.



AN AIRBORNE ARMADA OF SHY GUYS SWOOPS DOWN AT YOSHI. EAT THEM ALL AND YOU'RE REWARDED WITH BONUS FRUIT.



A FREQUENT SUBGAME IS THE RACE, WHERE YOSHI HAS TO CARRY A PRECARIOUSLY BALANCED LOAD OF FRUIT BOXES TO THE FINISH LINE WITHOUT DROPPING THEM. IT'S HARDER THAN IT LOOKS!

Present and correct. The enemies, too, are largely the usual suspects, with Shy Guys, Piranha Plants and numerous other well-known Nintendo faces doing their damndest to obstruct Yoshi's quest for fruit.

This recycling of old elements does come across as being surprisingly unimaginative of Nintendo. Although they would no doubt claim the reason for this as being something along the lines of 'it brings a smile of recognition to the faces of players when they see familiar characters from earlier games', it strikes me as being more a case of 'why spend time coming up with new characters and settings when we've got all these perfectly good old ones already designed?' Although it is good to see that Nintendo's team haven't lost their touch with the new enemies they've devised for *Yoshi's Story*, the fresh faces are vastly outnumbered by the 'regulars'.



THE ANALOGUE STICK LETS YOSHI DUCK DOWN AND WALK VERY CAREFULLY BELOW DANGEROUS OBSTACLES, LIKE THESE SPIKES.



THE ONLY WAY TO GET RID OF THESE STILT-WALKING SHY GUYS IS TO DROP INTO THEM FROM ABOVE.

track record like the *Mario* games you probably have, then a lot of *Yoshi's Story* will be immediately familiar. Even with the rendered scenery, many of the landscapes Yoshi has to traverse are recognisable from their past appearances on the Super NES. Lava caves? Check. Bowser's castle?

The same applies to the level designs. Even though they're obviously a lot nicer to look at on the N64, there are numerous sections which could have been pulled directly from *Yoshi's Island* or *Super Mario World* on the SNES. By this I'm not talking about the straight platform sections, but the actual obstacles Yoshi comes across. The final castle levels, in particular, bring on a very strong feeling of *deja vu*, with rotating drums and blades whirling around on tracks being

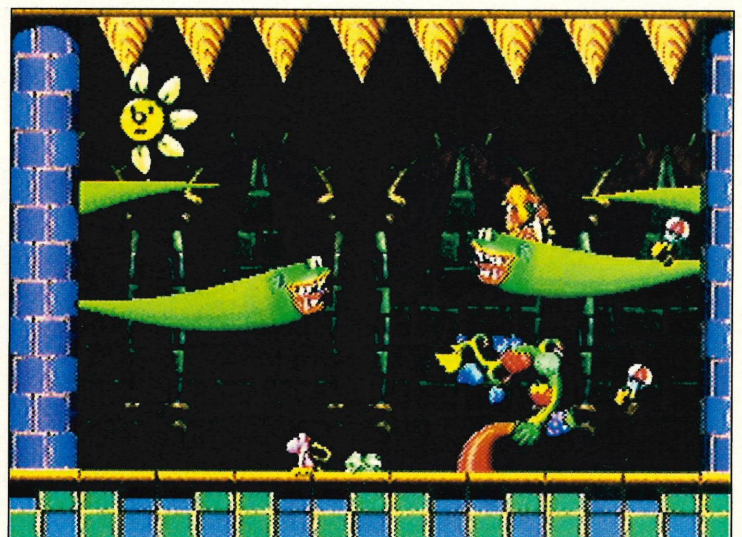


AH, ANOTHER LEVEL COMPLETED. NOW I'VE GOT TO WAIT FOR A SHORT ETERNITY WHILE THE TEXT SCROLLS PAST AND THE ANNOYING YOSHI SONG PLAYS!

**hi's Story all that hard to beat**



ALTHOUGH SOME FLYING SHY GUYS CARRY FRUIT, THIS RED ONE IS HOLDING A RED PEPPER - DON'T EAT IT, YOSHI! YOUR RING'LL BURN FOR DAYS!



WELL WELL, IF IT ISN'T OLD BOWSER! IF HE'S HIT, YOSHI CAN RECHARGE HIS ENERGY FROM THE SUPER HAPPY TREE ON THE RIGHT.

35







1  
SNAG THE LITTLE GUY IN WHITE, AND HE'LL TAG ALONG WITH YOUR EGGS.



2  
NEXT TIME YOU START A LEVEL, HE'LL BE THERE WITH YOUR YOSHIS.



3  
CHOOSE HIM, AND HIS LITTLE HELICOPTER HAT WHISKS HIM OFF TO THE RESCUE!

## Mighty White

IF YOU'RE RUNNING LOW ON YOSHIS, THEN THERE'S A WAY TO GET THEM BACK FROM BOWSER'S DUNGEONS, WHERE THEY'RE TAKEN WHEN THEY 'DIE'. JUST FIND AND CATCH A WHITE SHY GUY - HE'LL FOLLOW YOU AROUND FOR THE REST OF THE LEVEL AND AT THE START OF THE NEXT STAGE, HE CAN BE SENT TO BOWSER'S CASTLE TO RESCUE ONE OF YOUR IMPRISONED YOSHIS!

two very distinctive features from the first Yoshi game.

"So what?" you might well ask. After all, not everybody who owns an N64 will have played the earlier games, and even some of those who have probably won't care about the repetition of old elements anyway. It is, after all, a Nintendo-produced game, a Shigeru Miyamoto-supervised game at that, which pretty much guarantees perfectly-tuned gameplay. *Yoshi's Story* certainly can't be faulted in that respect - it's very rare that you

feel the game is treating you unfairly, and the unusual (for a platform game) use of the analogue stick gives you very precise control over your big-nosed reptile. If you can resist the temptation to scarf up fruit as quickly as you find it and instead delve deeper into the levels, there's a quite a lot of neat stuff to be found.

However, there is a major downside to *Yoshi's Story*. Even with a 128Mbit cart, there are limits to how much can be squeezed in - 2-D games, with all their graphical data, take up a lot

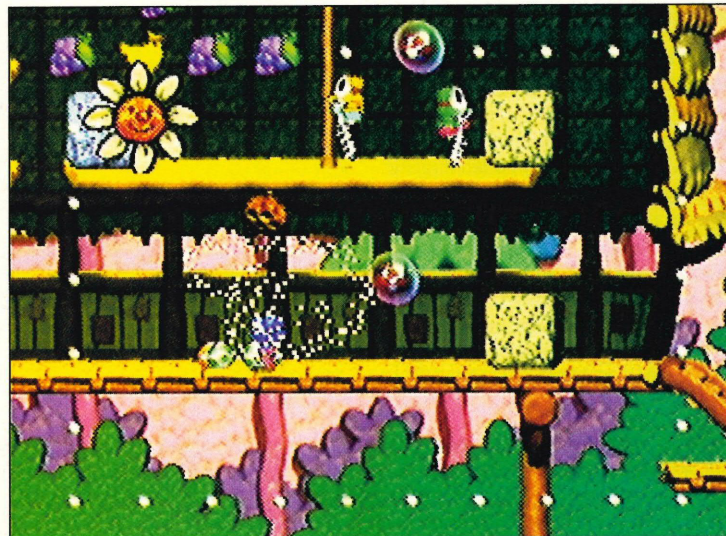
more memory than 3-D environments. The strain is definitely showing in *Yoshi's Story*, as there are a meagre 24 levels to the game. What's more, that's 24 surprisingly *easy* levels.

In order to cater for the younger players they're now chasing, Nintendo have set the challenge level of the game so that it won't frustrate inexperienced gamers. Fair enough if

they were going to be the only people playing the game, but much of Nintendo's success is built on their very loyal fanbase, who have been playing their games for years and are going to be the people most likely to buy their latest. Anyone who has cracked all the levels in *Mario All-Stars* is going to breeze through this in no time at all. I'm not the world's greatest gamer by any means, but I completed the game less than three hours after first plugging it in, and by the end of the first day I'd opened up 16 of the 24 levels. By the end of my second day's play, I only had two levels left to see!

Even if you've never played a Nintendo platform game before,

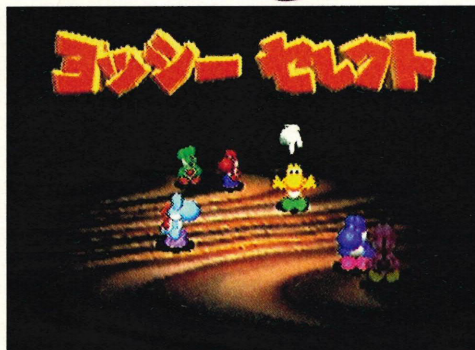
## Everything is



A SWARM OF BEES TELLS YOSHI IN NO UNCERTAIN MANNER WHERE TO GET OFF.



SEAGULLS SQUAWK OVERHEAD AND SHOWER YOSHI WITH BOMBS. HOWEVER, THE BIRDS CAN ALSO BE USED AS PLATFORMS TO REACH HIGH HIDDEN AREAS.



INITIALLY YOU HAVE SIX YOSHIS TO CHOOSE FROM - GREEN, RED, YELLOW, CYAN, BLUE AND PINK. A BLACK YOSHI CAN ALSO BE CHOSEN IF YOU FIND HIS EGG, HIDDEN IN THE GAME.



THE MORE HEARTS YOU COLLECT, THE MORE LEVELS YOU CAN ACCESS IN THE NEXT CHAPTER. LEVELS YOU HAVE YET TO VISIT ARE REPRESENTED BY BLUE BLOCKS.



# Yoshi's Story



CHEH! I FINISH THE GAME, AND FOR WHAT? A BUNCH OF SCRUFFY DINOSAURS LOOKING AT A TREE!

you're not likely to find *Yoshi's Story* all that taxing to beat. Most of the time, Yoshi dies not from running into enemies or being hit by objects but from falling into holes if you misjudge a jump, and once you know where they are they cease to be much of a menace. You don't have to be Einstein or De Bono to figure out the puzzles, such as they are, and the bosses – one gang after the third chapter, and Bowser at the end – are absurdly simple to defeat. Even *Mischief Makers* is both bigger and more challenging! It's not necessarily a better game to play than *Yoshi's Story*, as Treasure's title isn't nearly as polished as Nintendo's, but it's got more variation in the gameplay and



EAT THE HEART OR WAKE UP THE SAVE POINT BLOKE? DECISIONS, DECISIONS...

that of the original *Yoshi's Island*, and *Yoshi's Story* would have been much better if players had had to go through all 24 levels in a set order instead of meandering through them on successive plays. As it stands, you only have to complete six levels to finish the game, and though there's still the extra challenge of trying to open up the other levels, it's not quite so much fun going through a story if

you already know the ending! While I'm complaining, I might as well

mention a couple of nitpicking faults – once you've completed the game you have to physically reset the N64 to play again rather than just being able to press Start, and when you finish a level there's no way to skip through

the time-consuming scoring screens and, infuriatingly, the 30 seconds of scrolling Japanese exposition and wincingly irksome Yoshi song. These are only minor annoyances, but Nintendo games don't normally have these kinds of irritations at all!

*Yoshi's Story* is rather a flawed gem. Although it's made with Nintendo's usual flawless production values and looks absolutely gorgeous, the fact remains that it's shamelessly recycling past glories instead of offering anything new or innovative, and it is just far too easy to be good value. It pains me to do it, but the limited lifespan of *Yoshi's Story* means that for the first time ever in 64 MAGAZINE, a first-party Nintendo game can't be given an automatic recommendation. Let's just hope this is a one-off.

R<sup>64</sup>

## beautifully animated

will take longer to complete.

It sounds almost sacrilegious to say it, but *Yoshi's Story* would have benefited from being a bit more like *Mischief Makers*. The latter's linear structure is, ironically, very similar to



ALTHOUGH FEATURED PROMINENTLY IN THE PREVIEW SCREENSHOTS, THIS BOOGLY LAVA BEAST IS A FAIRLY UNTHREATENING FOE. JUST WAIT FOR HIM TO DROP BACK INTO THE LAVA AND JUMP OVER HIM!

## 2nd opinion

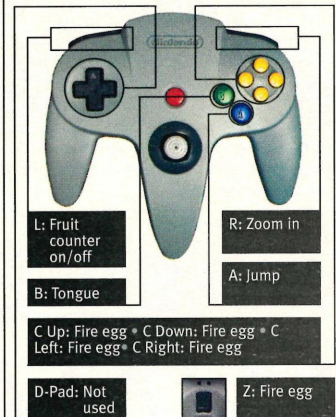
YOSHI'S STORY IS LIKE SEX – AFTER ALL THE ANTICIPATION IT'S OVER FAR TOO SOON, THEN WHEN YOU WANT TO DO IT AGAIN YOU'VE GOT TO GO THROUGH ALL THE BORING PARTS YOU'VE ALREADY DONE BEFORE YOU CAN SEE THE NEW STUFF! I CAN'T BELIEVE HOW EASY THIS GAME IS, TO BE HONEST. THE ONLY WAY A PERSON WOULDN'T BE ABLE TO FINISH IT A COUPLE OF HOURS AFTER STARTING TO PLAY IT WOULD BE IF THEY DIDN'T HAVE ANY THUMBS. DEFINITELY ONE FOR YOUNGER PLAYERS, WHICH IS A BIT OF A PISSER FOR PEOPLE WHO WERE HOPING FOR THE NEXT *SUPER MARIO WORLD*. LOZ COOPER

## Rating:



## 64 THE BOTTOM LINE magazine

### Controls



### Alternatives

*Mischief Makers*: Nintendo (£49.99)  
Reviewed: Issue 7, 85%  
*Super Mario 64*: Nintendo (£49.99)  
Reviewed: Issue 1, 94%

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall

%

81

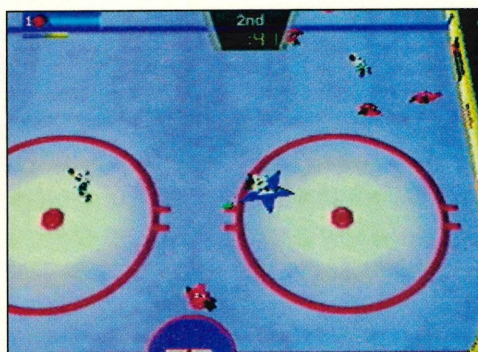
### Soundbite:

NOT SO MUCH CLASSIC NINTENDO AS NOW THAT'S WHAT I CALL NINTENDO – A GORGEOUS-LOOKING COMPILATION OF FAMILIAR OLD ELEMENTS THAT DOESN'T LAST NEARLY AS LONG AS IT SHOULD.

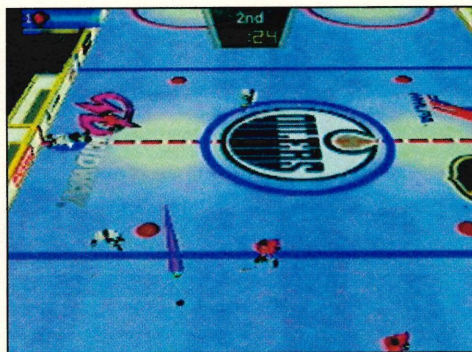
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THE PLAYER YOU CONTROL IS INDICATED BY A COLOURED CIRCLE. WHEN YOU'RE IN POSSESSION OF THE PUCK, THE STAR BECOMES A CIRCLE.



WHEN MOVING, THE PUCK HAS A TAIL, LIKE THAT OF A COMET. THIS CAN BE TURNED OFF, BUT IT'S USEFUL AS AN INDICATOR TO WHICH WAY THE PUCK IS GOING.



IF YOU'RE VIEWING THE GAME FROM THE SIDE, YOU'LL SEE THIS REALLY SUBTLE PUCK INDICATOR. I'M SURPRISED THERE'S NOT A HUGE SIGN SAYING 'PUCK HERE'.

**Ninfo** Players: 2-4 Cartridge: 64 M. Rating: PG Publisher: Midway Game Type: Sports sim Release Date: Out now (import) Developer: Midway Origin: USA Price: £69.99

# WAYNE GRETZKY'S HOCKEY '98

## \$64,000 Question

- IMPRESSIVE 3-D PLAYERS
- SMOOTH, FAST GAMEPLAY
- HIGHLY VERSATILE REPLAY FACILITY
- IT'S THE SAME AS THE LAST ONE!

## Memory Options



**MEMORY:**  
NONE, BUT DOES HAVE A PASSWORD SYSTEM

**CONTROLLER PAK:**  
STORES SCORES, TEAM STATS, LEAGUE POSITIONS, ETC

What follows is a true story. The **NAMES** have been changed to protect the... er, **PROFIT.**

## The analogue sti

**HMM... NOT SURE IF I AGREE** with this! Release a 'new' version of a game when all that's been changed is the teams? Isn't that a bit, you know, 'money for old rope'?

Wayne Gretzky's 3-D Hockey (the original) was received with open arms and declared to be an excellent sports sim. Okay, we said, it's got its faults, but then so do most games, and at heart it's pretty damn good! Now you'd *think* that a year on, the

programmers would've taken the original concept, kept the good bits and improved on or removed the bad bits, wouldn't you? Sadly though, unless your only problem with the game was 'the teams are a little out of date and there are no player photos', then you're going to be disappointed.

There is very little apart from the aesthetics of the game that has changed, or at least, what *has* changed, is either fairly unnoticeable, or is still a problem. I'll qualify that in a moment.



THE TWO TEAMS TAKE SOME TIME OUT TO PERFORM A LITTLE SYNCHRONISED SKATING (WE KNOW THEY ALL WANTED TO BE FIGURE SKATERS REALLY!).



# Wayne Gretzky's 3-D Hockey '98

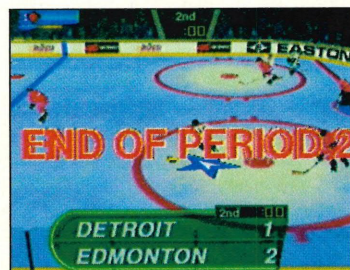


WITH MULTIPLE PLAYERS, EACH PLAYER IS REPRESENTED BY A DIFFERENT COLOURED CIRCLE. THE PURPLE IS THE CPU (IN CASE THE N64 FORGETS WHICH PLAYER IT'S USING).

# 3D



HEARING THAT THEY'VE JUST CALLED LAST ORDERS, ANDY HITS THE TURBO AND HEADS FOR THE BAR.



OH COOL! END OF PERIOD TWO! THAT MEANS IT'S NEARLY TIME FOR LUNCH. I... OH, HANG ON. SORRY, IGNORE THAT - FLASHBACK TO SCHOOL. VERY SCARY!

The puck (which, for all you non-hockey fans, stands in for the 'ball') can have a corona, which behaves much like a tail on a comet, allowing you to easily see where it is at all times. And for those of you who are *really* short-sighted people, certain camera angles (of which there are seven in all) give the puck a bloody

## ck was made for this game

an ice rink whacking people in the face with sticks in between scoring goals, you should buy it now!

### STICKS AT THE READY

To begin with, the analogue stick, quite simply, was *made* for this game! I can't think of a more suitable medium for the device, as the movement of the players, sliding around quickly or slowly, turning sharply or making long sweeps, suits the analogue stick as if it had been created solely for this purpose.

huge indicator arrow which follows it around the pitch. You're likely to find that the problem is going to be not so much finding the puck on screen, as finding your player, since the camera follows the puck.

As with the previous *Wayne Gretzky's 3-D Hockey*, there are fights between players when they get too riled, or at least, the manual says there are. You see, the fights start when a player's anger meter gets too high, apparently, but I spent ages playing - in fact three whole games

were taken up with not even trying to score, instead just chasing the other team and flattening them with the stick - and yet still no fisticuffs! Andy managed to start a fight in seconds, though. Huh, editors!

### FACE OFF WITHOUT GUNS?

Games start with a face off - not to be confused with the excellent John Woo film, or things might get messy - which is always viewed from a fixed camera angle, following which the camera will readjust to whatever camera you've selected through the options screen. The camera recommended by everyone in the

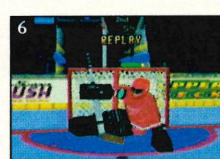
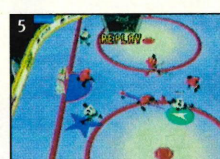
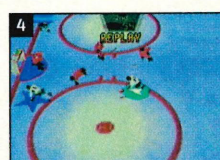
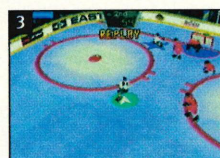
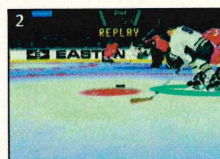
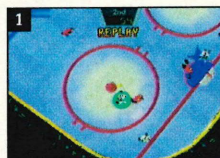


AND IT'S FACE OFF TIME! "GIVE ME BACK MY FACE!" "NO, YOU GIVE ME MINE!" "IN THAT CASE, WHY DON'T WE JUST KILL EACH OTHER?"

office is the 'high overhead' view, which zooms in and out to follow the action, and enables you to accurately

## You Can Score!

THE GOAL-KEEPERS IN WAYNE GRETZKY'S 3-D HOCKEY '98 ARE GOOD, BUT THEY CAN BE BEATEN. USING THE IMPRESSIVE REPLAY FEATURE, LET'S TAKE A LOOK AT ONE OF THIS SEASONS MOST IMPRESSIVE GOALS...



1. OKAY, THE PLAYERS ARE IN POSITION. WHITE HAVE POSSESSION, BUT RED ARE BLOCKING A CLEAR SHOT AT GOAL, AND THE KEEPER IS COVERING THE WHITE PLAYER ON THE WHITE.

2. THE WHITE PLAYER IN POSSESSION MAKES A RUN FOR THE MIDDLE AND A CLEAR SHOT AT GOAL...

3. ...LEAVING THE RED PLAYERS STANDING.

4. REALISING THEIR MISTAKE, THE RED DEFENCE CLOSES IN...

5. ... BUT WHITE TAKES THE SHOT!

6. UNFORTUNATELY, IN HIS HASTE, WHITE'S SHOT ISN'T AIMED TOO WELL, AND THE KEEPER BLOCKS IT.

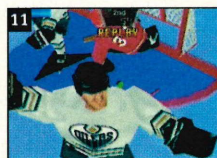
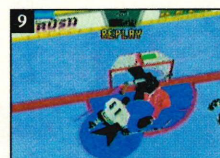
7. THE PUCK REBOUNDS, TO BE CAUGHT BY THE SECOND WHITE ATTACKER WHO HAS BEEN WAITING FOR JUST THIS OPPORTUNITY.

8. BEFORE THE KEEPER CAN RECOVER, WHITE SLIDES THE PUCK ACROSS TO THE LEFT...

9. ... AND LETS RIP WITH A POWER SHOT!

10. AND IT'S A GOAL! FRUSTRATED, RED'S MANAGER ACTIVATES THE TEAM DEATH RAY, FINISHING OFF THE DOWNED KEEPER...

11. ... WHILE WHITE CELEBRATE!





## Don't Mess With The Goalie!

THE KEEPERS IN ICE HOCKEY ARE A TOUGH BREED; THEY HAVE TO BE TO DEAL WITH THE OFTEN UNSTABLE PLAYERS. AND YET PLAYERS STILL TRY THEIR LUCK, AS ONE UNLUCKY PLAYER FOUND OUT IN A GAME EARLIER TODAY. LET'S CUT BACK TO THE STADIUM FOR A REPLAY OF WHAT HAPPENED...

**1ST COMMENTATOR:** "AND ROY HAS GONE DOWN! THE LAD IS ON THE ICE, AND HE'S NOT GETTING UP! WHAT HAPPENED, JIM?"

**2ND COMMENTATOR:** "I DON'T KNOW BOB, ONE MINUTE HE WAS UP, THE NEXT HE'S LYING FLAT ON HIS BACK! LET'S TAKE A LOOK AT THE REPLAY..."

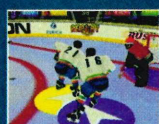


**1ST COMMENTATOR:** "OKAY JIM, WHAT WE'RE SEEING HERE IS A COMBINED ATTACK FROM ROY AND NICK. THEY'RE GOING TO DOUBLE-TEAM THE KEEPER."

**2ND COMMENTATOR:** "THAT'S RIGHT BOB, IT LOOKS LIKE... WAIT, THERE'S THE SHOT!"  
**2ND COMMENTATOR:** "YES, THE SHOT'S GOING IN... AND REBOUNDS! THE KEEPER SAVED THAT, NO PROBLEM."



**1ST COMMENTATOR:** "SO THEY FUMBLE THE ATTACK. LOOKS LIKE ROY'S PULLING UP SHORT, YES, HE'S TURNING AND HE'S MOVING OFF..."

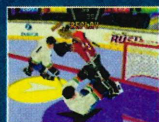


**2ND COMMENTATOR:** "WAIT A MINUTE BOB, HE'S TURNING BACK FOR THE KEEPER, WHY'S HE DOING THAT?"

**1ST COMMENTATOR:** "I'VE NO IDEA JIM, BUT HE DOESN'T LOOK HAPPY! HE... HE'S CHARGED THE KEEPER!"



**1ST COMMENTATOR:** "NOT A GOOD MOVE BOB, AS I'M SURE ROY WILL..."

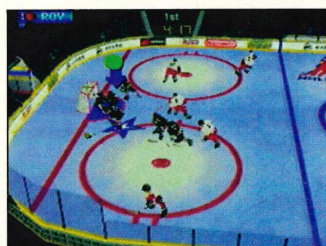


**1ST COMMENTATOR:** "... FIND OUT, OH AND HE'S GOING DOWN!"

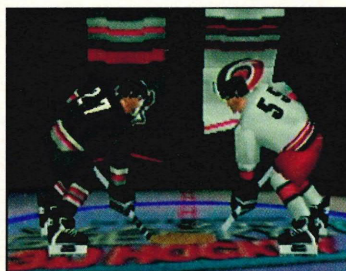
**2ND COMMENTATOR:** "LIKE A SACK OF POTATOES, JIM. I DON'T THINK HE'LL BE GETTING UP FROM THAT IN A HURRY!"



AND IT'S A GOAL! HANG ON... SCORED BY AMONTE? WHO'S HE? OY, YOU! AMONTE! IT WAS ANDY THAT SCORED THAT ONE YOU GIT!



SELECT FIVE PLAYERS PER SIDE AND EVERYTHING GETS A LITTLE HECTIC - CHECK OUT THE GOAL BUNDLE!



"HELLO... AND WELCOME TO PRO-CELEBRITY ICE HOCKEY PLAYERS FLAG AND ETHNIC BLANKET APPRECIATION."

figure out where the goals are, which is always a handy thing.

The game can be played in two modes, either arcade or simulation. Arcade mode can be played either singularly, or, for the best four-player sports fun around, with up to three friends. This makes for some hectic four player action. Basically a simplified version of the normal game, arcade mode has a set number of players (three plus a goalie per team) and a reduced number of rules.

The normal mode, or 'simulation' mode, is more realistic; that is to say, it has more rules, more stats to adjust, and the AI of the players is (supposedly) enhanced. In other words, it's a mode for all those hockey buffs who want their game playing experience to be a mirror of the real thing, from the 'offside' and 'icing' rules, right down to the obligatory random drugs testing. (One of those features is made-up, can you guess which one?)



WHEN A PLAYER IS OFF SCREEN, THEIR POSITIONS ARE REPRESENTED BY COLOURED ARROWS, AS DEMONSTRATED HERE BY PLAYER TWO.

The AI of the players was somewhat of a disappointment in the first *Gretzky* game - the players tended to wander into offside traps a lot, or just whack the puck off up the rink to no-one in particular, and the goalies could be beaten practically every time by running up to the goal and tapping pass followed by shoot to perform 'the old one-two'. Things are a little different now.

## No Thickey Goalies?

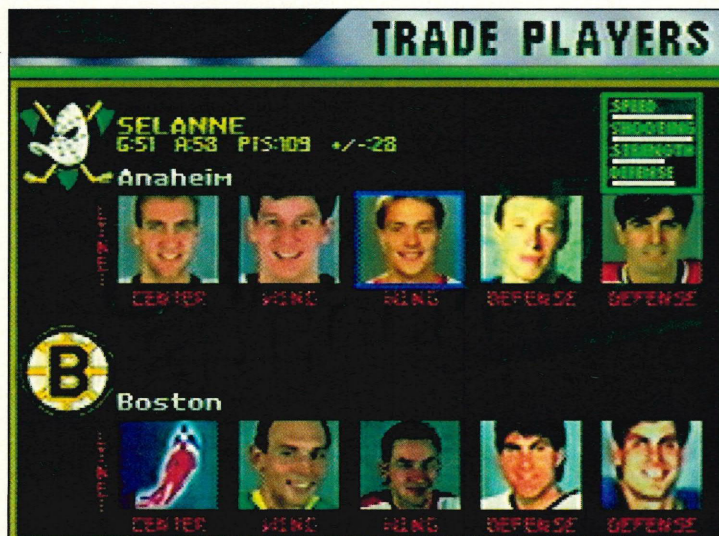
The goalie problem has been more or less rectified - it's now damn near impossible to score against them! Presumably they sacked the old 'Frank Spencer on ice skates' goalies (if you don't understand this reference, ask your parents) and replaced them with, er, 'someone who's really good at keeping goal in ice hockey' goalies.

## The best hockey

For one thing, they move as fast, if not faster, than the players, and as anyone who's ever seen an ice hockey game knows, the real goalies wear so much gear in an attempt not to lose various parts of their anatomy, that they have a problem moving at all, let alone moving fast.



THE PROBLEM WITH PLAYING WITH HUMAN PLAYERS IS THAT THEY DON'T RESPOND AS FAST AS THE CPU. WHERE IS EVERYONE?



DURING LEAGUE COMPETITIONS, YOU CAN TRADE PLAYERS BY USING YOUR TACTICAL JUDGEMENT TO MAKE THE BEST CHOICE. HMM, THE FOURTH ONE LOOKS A BIT UGLY - LET'S CHUCK HIM!



# Wayne Gretzky's 3-D Hockey '98

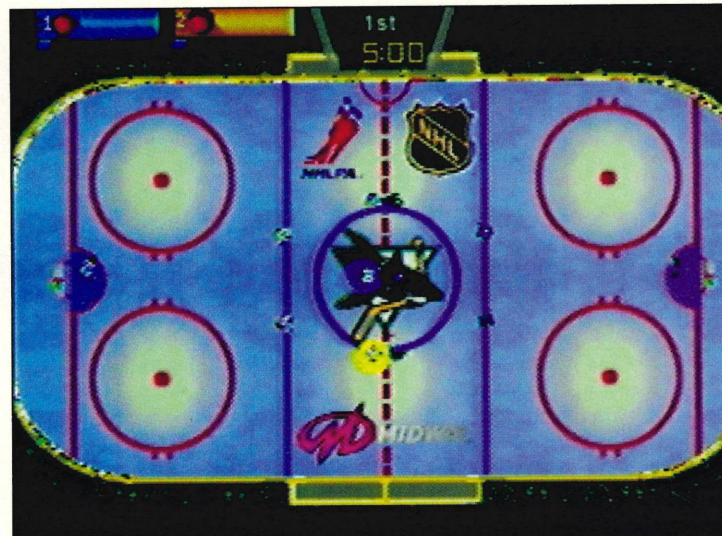


AND IT'S A DEFLECTION OFF NUMBER 23'S GROIN! THIS MAN JUST GIVES HIS ALL FOR HIS GAME! LET'S HOPE HE'S GOT KIDS ALREADY...

Graphically, the game is pretty much identical to the previous *WG Hockey*; the only difference appears to be that now there are photographs of the players (and of course, different teams).

Features such as adjustable rink size, the extremely versatile replay option and the ability to adjust the number of players on each team are still there, which is good as it adds an element of variety, although still nothing that wasn't in the previous version.

The biggest disappointment has to be that you still cannot play with more than one player in simulation mode. After all, as was said back when the first game came out, the most fun in this game comes from playing with a human team-mate against two human players. Would it have been too much to ask for a bit of two-player team action in the league competition? Er... yes, apparently. Ideally, it would have



DON'T THEY LOOK SO SMALL FROM UP HERE! JUST LIKE ANTS! LITTLE ANTS WEARING ICE SKATES AND CARRYING LITTLE ANT-SIZED HOCKEY STICKS...

Oilers #94: Ryan Smyth' card probably won't be worth loads of money to an eccentric card collector in years to come (unless they're very eccentric).

Arcade mode, with its much simpler rules – actually, there *are* no rules – should occupy you for many happy hours, and the multi-player option, assuming you can actually find some friends to play with you, will give you endless hours of hectic gaming action.

It has to be said though, that if you have a copy of the original *Wayne Gretzky's 3-D Hockey*, then *do not* buy this game! The only people who should buy this game are those who don't already own it, those who already own



WE ALL KNOW THAT EDITORS AREN'T ALWAYS THE FITTEST OF PEOPLE (THEY USUALLY GET SOME LOWLY STAFF MEMBER TO EXERCISE FOR THEM). HERE WE SEE ANDY LYING DOWN FOR A BIT OF A REST.

To reiterate: it's the same game! It's just had a bit of a face-lift. However, *Wayne Gretzky's 3-D Hockey '98* is one of the best sports games – and certainly the best hockey game – available on the N64 at the moment.

**WAYNE GRETZKY'S 3-D HOCKEY '98 WAS SUPPLIED BY THE VIDEO GAMES CENTRE. CALL THEM ON (01202) 527314.**

R64

## 2nd opinion

GRETZKY '98 IS A GOOD GAME, BUT SINCE IT'S ALL BUT IDENTICAL TO THE FIRST GRETZKY GAME YOU'D DAMN WELL EXPECT IT TO BE! THIS IS A CASE WHERE THE ANNUAL UPDATING OF A TITLE WAS A COMPLETE WASTE OF TIME FOR ALL BUT RABID HOCKEY FANS. IF YOU'VE GOT GRETZKY, AVOID THIS, UNLESS YOU'RE THE SORT OF PERSON WHO BUYS BACK-UPS OF THEIR VIDEOS! **ANDY McDERMOTT**

## Rating



## game available on the N64

been good to have had four players competing on the same team, oh the fun we would have had... sigh...

### AND FINALLY...

But enough mooning (or even moaning). What it all comes down to is this. *Wayne Gretzky's 3-D Hockey '98* is an absolutely *ace* hockey game. The league competition should keep you going for absolutely ages, not least because it'll take you weeks to learn how to beat the superhuman goalies. There's enough in this game to hold your interest, from trading players to, erm, viewing player cards! Okay, this probably won't excite the average British player that much, but the Americans go for player cards in a big way, you know! Of course, you can't actually physically swap these, and the chances are that your saved 'Edmonton

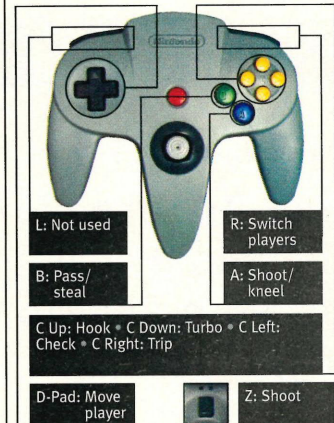
it but have far more money than sense, extreme hockey fans who absolutely *must* own everything to do with the sport and maybe those people who have rather cunningly sold the old game to their friend at a price equivalent to the cost of the new one.



NICK'S POWER SHOT TAKES EVERYONE BY SURPRISE – INCLUDING HIM! HE IS THE FIRST TO CATCH ON THOUGH, LEAVING EVERYONE ELSE WALLOWING OFFSCREEN.

## 64 THE BOTTOM LINE

### Controls



### Alternatives

*Wayne Gretzky's 3-D Hockey: GT* (£59.99)  
Reviewed: Issue 2, 84%  
*ISS 64: Konami* (£64.99)  
Reviewed: Issue 3, 93%

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall

85%

### Soundbite:

RENAMED, REVAMPED AND REPACKAGED, *WG 3-D Hockey '98* DOESN'T SPRING ANY SURPRISES BUT IS GREAT ALL THE SAME!



# ART OF FIGHT

Ninfo



Publisher: Culture Brain  
Developer: Project  
Game Type: Beat 'em-up  
Origin: Japan  
Release Date: Out now (import)  
Price: £59.99

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Another fighter tries its **LUCK** on the N64. Will it be left **BLEEDING** in the **GUTTER**?

## GENGAI

THE INEVITABLE OLD BLOKE WHO DODDERS ABOUT BEFORE UNLEASHING A DEVASTATING ATTACK FROM NOWHERE. SOMEONE SEEMS TO HAVE USED HIS FOREHEAD AS A DARTBOARD.



## KATE

AH, KATE, KATE, KATEY KATE. PUT 'EM AWAY, LOVE, THERE'S NOTHING WE HAVEN'T SEEN BEFORE. ONE OF KATE'S VICTORY POSES SHOWS SHE'S GOT A GUN – SO WHY DOESN'T SHE USE IT?



## MIN MIN

SOMETHING FOR THE LECHERS OF THE GAMING WORLD – THAT'S MOST OF THEM! MIN MIN IS ABSOLUTELY NO RELATION TO STREET FIGHTER'S CHUN LI, HONEST. NO, REALLY.



## R FALCON

HE'S GOT A SCAR ON HIS FACE, SO BY THE HOLLYWOOD RULE OF FACIAL DEFORMITY HE'S OBVIOUSLY A BAD 'UN. EVEN IF HE DOES DRESS LIKE A HOTEL VALET.



## RAIMA

MARTIAL ARTS GAMES INVARIABLY HAVE SOME SORT OF NINJA CHARACTER, OR AT LEAST THEY DO IF THEY'RE CLONING VIRTUA FIGHTER. STEP FORTH RAIMA, STEALTHY SWORDY BLOKE!



THE N64 HASN'T HAD THE greatest of luck when it comes to fighting games. It's had the caffeine-freak *Killer Instinct Gold*, the prehistoric *Mortal Kombat Trilogy*, the ridiculous *War Gods*, the moderately playable *Mace* the bland *Dark Rift*, and, most humiliating of all, the execrable *Clayfighter*. The PlayStation has got *Tekken 2* and *Street Fighter*, the Saturn *Fighters Megamix* and *Dead Or Alive* – why

hasn't the N64 got one single top-class beat-'em-up to its name? Well? I'm waiting.

Several Japanese companies used the recent Space World show in Japan to show off their own answers to this conundrum. We've already seen what Hudson Soft came up with, but since the world wasn't waiting for a crap *Virtua Fighter* knockoff with Power Rangers (*Dual Heroes*, reviewed last issue) we can discount their solution. That leaves Konami's *GASP*, Imagineer's *Fighting Cup* and, first from the dojo, Culture Brain's *Art Of Fighting Twin*.

## Memory Options

MEMORY: N/A  
CONTROLLER PAK: SAVES RECORDS AND SETTINGS



## \$64,000 Question

- ⊕ WELL DEFINED CHARACTERS
- ⊕ FAST MOVING
- ⊕ PLENTY OF OPTIONS
- ⊖ LIMITED MOVES
- ⊖ ROPEY BACKGROUNDS
- ⊖ TOO EASY TO BEAT



SPECIAL ATTACKS, LIKE RYUHI'S KICK, ARE ACCOMPANIED BY BURSTS OF SPARKS AND LIGHTING EFFECTS.

If you've played any

*Street Fighter* games for all they were worth, and after 500 or so versions wasn't far removed from them in terms of playability either, or so some claim. You'd hope so after all that practice.

The N64 incarnation of *Art Of Fighting* is a very different kettle of sushi to its predecessors. For a start, it's now in 3-D, light-sourced polygons replacing the old 2-D sprites, and the old *Street Fighter*-clone attacks have been swept aside to make way for,

## HAYATO

A KARATE FOP WITH BIG BAGGY TROUSERS AND SALON SELECTIVES HAIR. HE'S ONE OF THOSE UNMEMORABLE CHARACTERS WHO YOU FORGET WITHIN... SORRY, WHO WERE WE TALKING ABOUT?



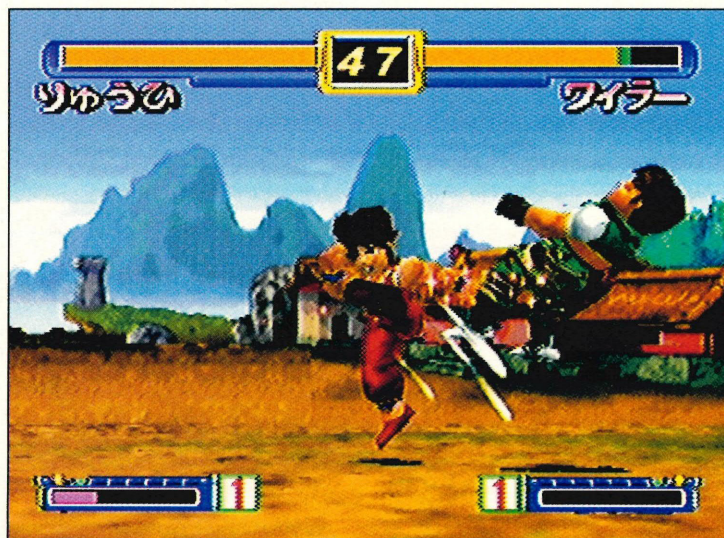
## RYUHI

THE EQUIVALENT OF RYU OR AKIRA – YOU CAN TELL HE'S THE JAPANESE HERO BY HIS UNNATURALLY SOLID HAIR. YOU'LL HAVE SOMEONE'S EYE OUT WITH THAT!



## SYORYU

OR AS IT SAYS IN THE MANUAL, 'SHORYU'. NO WONDER THE GUY IN THE BIG JACKET AND THE CATSUIT'S GOT AN IDENTITY CRISIS – IS HE A COOL HARD DUDE, OR A BALLET DANCER?



YOU CAN CHOOSE EITHER 2-D OR 3-D COMBAT – THOUGH THE GAME LOOKS THE SAME, IN 3-D YOU CAN DODGE SIDWAYS AND HOOF PEOPLE TOWARDS THE CAMERA.



# ING TWIN

## Art Of Fighting Twin

well, *Virtua Fighter*-clone attacks. The biggest change comes in its inclusion of two modes of play, however; combat purists can engage in deadly serious battles in the normal 'Ver 1.5' mode, while those wanting an altogether wackier barney can play the 'SD' game – 'SD' standing for that distinctively Japanese brand of comedy, 'super deformed', where big heads and bigger eyes are the order of the day. This explains the title of the game – *Art Of Fighting 'Twin'*, y'see? Twin modes? Geddit? Ah hell, I told you it was a distinctively Japanese brand of comedy.

### SUPER ELEPHANT MAN

Although the two modes of play look very different on the surface, for the most part it's only the appearance of the characters that changes. The moves required to bring off special attacks are simplified in SD mode (usually only needing a direction on the d-pad and a push of C Down to unleash), but the actual feel of the game isn't really different.

If you've played any Sega beat-'em-up in the last few years – the *Virtua Fighter* series and *Fighting Vipers* in the arcades, *Fighters Megamix* on the Saturn – then *Art Of Fighting Twin* is

Apart from the block function, you've got a punch button, a kick button, a button that lets you lash out with a sparkly super attack when your power bar is charged up and... well, that's it. Admittedly this isn't all that different from *Virtua Fighter* (which actually makes do with only three buttons), but Akira and co have a lot more attacks to choose from. Where some of Sega's fighters have a good 30 or 40 moves in their pugilistic repertoires, *Twin*'s thumpers can only manage ten or so.

This, unfortunately, is where *Twin* first starts to show its failings. Apart



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Sega beat-'em-up this will feel familiar...



THE LAST THING GENGA! EVER SAW ALSO HAPPENED TO BE HIS ULTIMATE FANTASY.

going to feel immediately familiar. As well as the general similarities of the attacks, especially in the non-SD mode, the arenas are presented in a very Sega-like way. There are no ring-outs, the combatants instead pacing back and forth over infinite arenas surrounded by flat scenery that rotates with the camera, but never actually gets any closer.

Only a few buttons are needed to unleash fisty mayhem, probably just as well considering the N64 controller's fighter-unfriendly layout.



DO YOU WANT TO PLAY IN THE NORMAL MODE, OR FACE THE INSANITY OF THE SUPER-DEFORMED FIGHTERS? THE CHOICE IS YOURS.

### HAYATO

IN SUPER-DEFORMED MODE, HAYATO CHANGES INTO SOME NIFTY PURPLE TOGS TO MAKE PEOPLE THINK HE'S THE JOKER. ONLY AN ORANGE BELT, THOUGH?



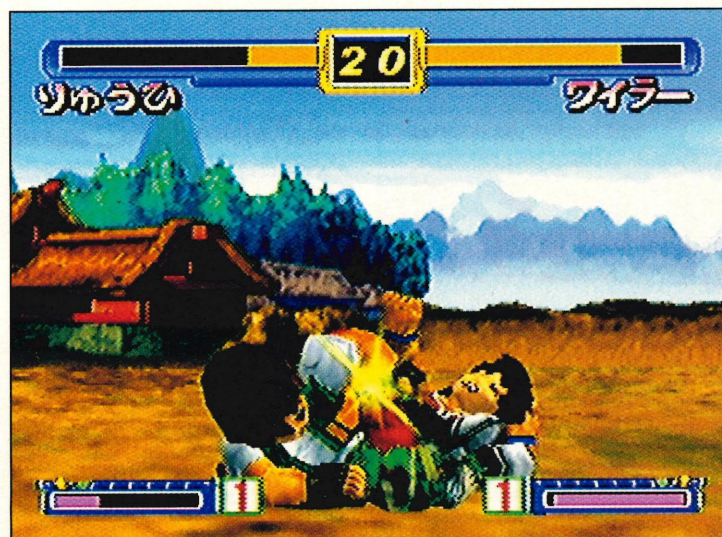
### RYUHI

THE PROBLEM WITH CLEAN-CUT ALL-JAPANESE HEROES IS THAT EVEN AS EVIL LITTLE MIDGETS, THEY STILL TEND TO BE RATHER STRAIT-LACED. BAD GUYS HAVE ALL THE FUN.



### SHORYU

NOW THIS IS MORE LIKE IT! LOOKING NOTHING LIKE HIS NORMAL COUNTERPART, SD SHORYU GETS TO BLOW PEOPLE UP WITH BOMBS IN HIS HEADDRESS. SOUNDS PAINFUL!



WILER SLAMS RYUHI TO THE GROUND IN AN UNGODLY PIGPILE, BEFORE BRUTALLY POLISHING HIS SHOES UNTIL THEY SHINE.

### POWERS

AN AMERICAN-STYLE WRESTLER – IN OTHER WORDS, HE PONCES AROUND A LOT LOOKING TOUGH BEFORE A REAL FIGHTER STEPS IN AND FLATTENS HIM LIKE A BUG UNDER A TRUCK!



### ROBONOHANA

A GIANT ROBOT GORILLA IN A GRASS SKIRT. FINE. EVEN THOUGH THIS IS A JAPANESE GAME, THIS LEVEL OF STRANGENESS SUGGESTS SOMEONE'S BEEN STARING INTO PIKACHU'S EYES TOO LONG!



### SUZAKU

LIKE SHORYU, SUZAKI IS ANOTHER ONE WHO LIKES TO WEAR STRANGE HEADGEAR, SWANNING AROUND THE ARENAS IN A BIG TIARA. WHERE'S YER BALLGOWN, SWEETIE?



### WILER

GUILE? WHO'S GUILE? NEVER HEARD OF HIM. CIA AGENT WILER MEFFS ABOUT IN COMBAT TOGS, BUT UNLIKE CRUSTIES AND STUDENTS IS ACTUALLY VAGUELY HARD.

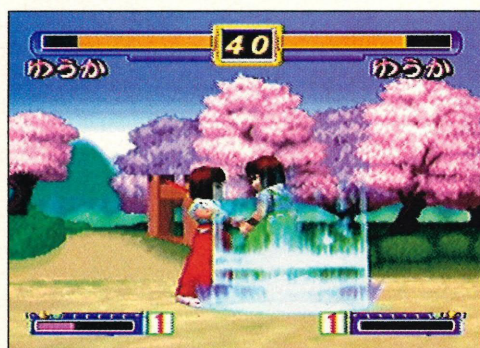


### YUUKA

YOU'D EXPECT HER TO HAVE A REALLY HIGH SQUEAKY VOICE, BUT SHE'S ACTUALLY GOT VERY SMOOTH AND AUTHORITATIVE TONES. SD COMEDY – ALWAYS THE OPPOSITE OF WHAT YOU EXPECT!







IT'S POSSIBLE FOR CHARACTERS TO FIGHT THEMSELVES. HERE, YUUKI TREATS YUUKI TO A WHIRLWIND ATTACK.



THE SCREEN DARKENED AS HAYATO RELEASED A POWER MOVE... RIGHT UP FALCON'S JACKSIE!



IN THE 3D GAME, FIGHTERS WIN SPECIAL ITEMS AS THEY PROGRESS. WHAT USE THEY ARE, WE HAVE NOT A CLUE.

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from the basic punches and kicks, there aren't really enough different moves to sustain long-term interest, and the ones that are than are either ridiculously easy or insanely hard to pull off. How many players do you know who can remember a sequence of moves like punch-punch-down-kick-kick-kick-kick-down-kick and pull it off in the middle of a fight without the other player blocking, dodging or

just reaching in while they're poncing around and slapping them in the face?

The adoption of the *Virtua Fighter* control method is part of this weak link. VF was at the start a no-nonsense fists 'n' feet brawler with no magical or projectile attacks, and though a few have crept in over the years it's still essentially an up-close-and-personal tooth rattler. *Art Of Fighting Twin* is, even in the 'normal'

work to get your punches in; here you're just living off the interest of your lottery win. Having an actual 'special attack' button just makes things all the easier.

## PUNCH DRUNK

This over-simplification of the controls is a great shame, because *Art Of Fighting Twin* otherwise has a lot to commend it. Although the characters

of speech and post-bout poses, though a lot of that probably comes from association with (okay, 'cloning of') the Sega crew. Ryuhi and Akira; Kate and Sarah – separated at birth?

Even with the smallish range of attacks, combat is still fun. In fact, I'd go so far as to say it's the best straight fighter on the N64 so far, with the usual proviso that that's not saying much! Because you only really

## Culture Brain have gone for instant gratification over



FIREBALL ATTACKS SUCK IN ENERGY FROM MILES AROUND BEFORE EXPLODING – USUALLY IN SOMEONE'S FACE!

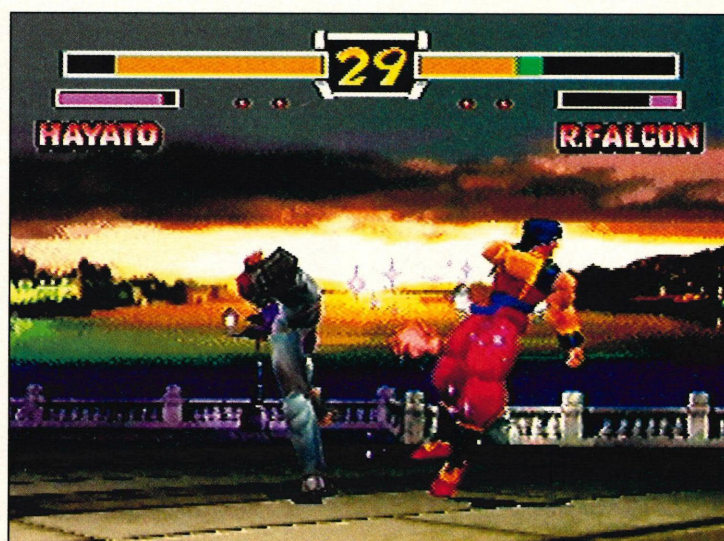
mode, a more fantastic affair, which time has shown is better suited to the *Street Fighter* rolls and sweeps of the pad than the short sharp shocks of *Virtua*'s brutal two-button attacks. Because many of the special attacks can be launched with the minimum of effort, fights become a parade of glittering spins, twirls and whirling vortices that nine times out of ten will hit and cause damage if you're vaguely within spitting distance of your opponent. In *Virtua* you have to

are always drawn in 3-D, you can select the style of gameplay as 3-D (where you can sidestep attacks with the L or Z buttons) or 2-D, where you're confined to a single plane a la *Street Fighter*. The fighters themselves are very well drawn; although they don't have the same amount of detail as in something like *Mace*, they make up for this by being better lit and moving a lot more smoothly. They even have a reasonable amount of character evident from their occasional snippets

have two buttons, punch and kick, to worry about, fights are fast-paced affairs, strings of punishing attacks being easy to unleash without worrying whether your ham-like thumb is going to hit the right button on the controller. There are no combos as such, but fast-fingered fighters can still revel in the feeling of getting four or five sharp jabs to an enemy's jaw before donating a roundhouse kick to their groin. This is helped by some appropriately crunchy sound effects,



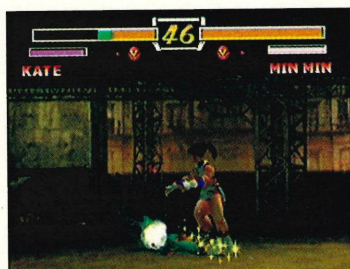
THE ANCIENT NINJA ART OF VICTORY – BLATANT CHEATING BY USING A SWORD!



EASTBOURNE HAD LOST ITS QUIET CHARM SINCE THE KARATE SCHOOL MOVED INTO TOWN.



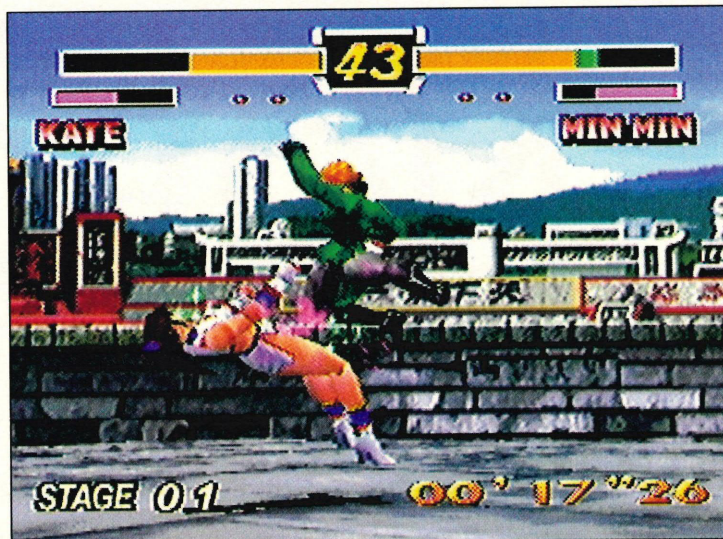
# Art Of Fighting Twin



HAVING BEEN SLAMMED FACE-FIRST INTO THE DIRT BY MIN MIN, KATE LET OUT A SMALL FART OF FEAR.

though the grunts and squeals of the contestants are a bit tinny at times.

The SD mode has some extra twists, though the Japanese text does make them a bit hard to figure out. There almost seems to be a kind of RPG section, where special items (armour, magic underpants, things like that) are earned by defeating opponents. Although I couldn't work out how to use them (durl), it's touches like this that show *Art Of Fighting Twin*'s designers have used their imagination.



VOLUME SEVEN OF *BUSTY BATTLING BABES* WAS ANOTHER VICTIM OF THE BBFC.

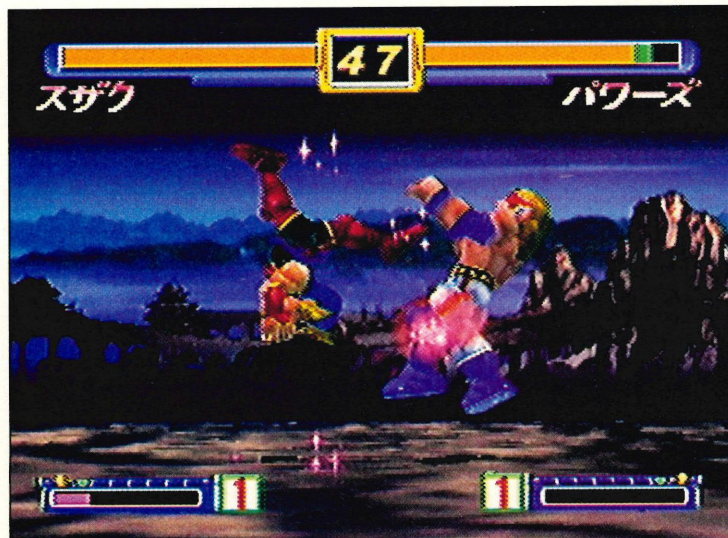
Which makes it more of a pity that they didn't use it in the heart of the game – combat – rather than the fripperies surrounding it. Great games can shine through poor cosmetics –

*Fighters Megamix* is hardly the most polished-looking game on Earth – but as many N64 games have shown,

flash doesn't guarantee substance. *Art Of Fighting Twin*'s limitations make it far too easy to win, the last boss in normal combat falling easily to a pattern of repeatedly jumping over him and knocking him down with a sweeping back kick. Something as simple as making the special attacks require more skill to pull off would have upped the challenge enormously, but Culture Brain have gone for instant gratification over long-term challenge. Well, we're Nintendo players, so we all



WHEN HULK HOGAN FOUND HIMSELF FIGHTING ROBOTS, HE DECIDED IT WAS PROBABLY TIME TO RETIRE.

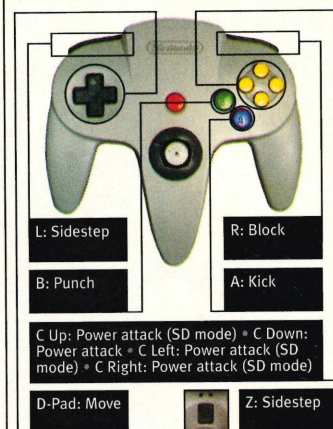


A MINCING BACKFLIP KICK FROM SUZAKU SET POWERS'S PANTS AFLAME.

## long-term challenge

## 64 THE BOTTOM LINE magazine

### Controls



### Alternatives

*Mace: The Dark Age*: GT (£59.99)  
Reviewed: Issue 7, 76%  
*Killer Instinct Gold*: Nintendo (£59.99)  
Reviewed: Issue 3, 70%

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge

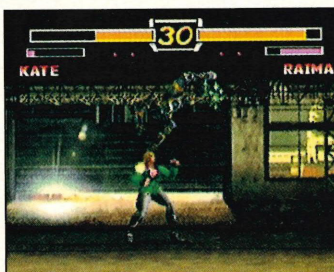


### Overall

78%

### Soundbite:

IT COULDA BEEN A CONTENDER... IF IT HADN'T BEEN SO EASY TO BEAT!



"YES, DOCTOR, IT STARTED OUT SMALL, BUT THIS NINJA-SHAPED GROWTH ON MY FOREHEAD JUST KEEPS GETTING BIGGER."

ought to be used to that by now!

*Art Of Fighting Twin* could have been great; as it is, it's not going to give Capcom or Namco any sleepless nights, but even so it's still as good a fighting game as you're likely to find on the N64 for some time. Unless Nintendo buy Sega, it's also the closest you're going to get to playing *Virtua Fighter* on the N64!

**ART OF FIGHTING TWIN** WAS SUPPLIED BY THE JOYPAD, (01202) 311611.

R64

## 2nd opinion

AS TWINS GO THIS GAME IS A BIT OF A DANNY DEVITO, NOT VERY CUTE AND FULL OF CLICHES. AS FIGHTING GAMES GO HOWEVER, THE SUPER-FAST REACTIONS REQUIRED TO BEAT THE GAME WILL TAKE MANY HOURS TO LEARN, WHICH IS NOT A BAD THING AS IT IS CERTAINLY WELL WORTH PLAYING. IF YOU WANT THE BEST BEAT-'EM-UP ON THE N64, BUY IT! ADAM BOUSSADA

### Rating:





Ninfo



Publisher:  
Developer:

Atlas  
Racdyn

Game Type:  
Origin:

Snowboarding  
Japan

Release Date: Out now (import)  
Price: £59.99

It's **SNOWING** outside... so stay **IN** and play this **INSTEAD!**

# SNOWBOW KIDS



## SNOWBOARDING

suddenly seems to be the 'in' sport. The N64 alone has *Snowspeeder 64* and Nintendo's own 1080° *Snowboarding*, as well as the plank-related bits of *Nagano Winter Olympics*, on the way, and after the Spice Girls and former sitcom actors displaying not so much as the tiniest hint of the

comedic abilities that made them famous in the first place, putting some fatuously grinning gonk in expensive sunglasses and a puffy jacket into an advert is a sure way of shifting product.

However, the first N64 snowboarding game to hit the slopes is *Snowbow Kids*, which real snowboarders will probably despise as it effectively takes the mickey out of their beloved sport. Well, good! Anything that puts the wind up a bunch of cheesily-grinning posers with bad hair and clothes so luminous it's a miracle they don't melt the very snow they worship has to be a good thing.

Rather than concentrating on the minutia of different 'powders' (that's snow to the rest of us), the best type of wax to use and the most effective way to show off your expensive watch as you tumble down a mountainside, *Snowbow Kids* goes instead for a ludicrous arcade-style experience, which in addition to incorporating the



THE MOUSE IS A VERY RARE POWER-UP, WHICH STEALS ALL THE OTHER PLAYERS' COINS, MEANING THEY CAN'T COLLECT WEAPONS!

## \$64,000 Question

- ⊕ GREAT FUN IN MULTI-PLAYER MODE
- ⊕ MOVES QUICKLY
- ⊕ VARIED AND IMAGINATIVE COURSES
- ⊕ STUNT MODE ADDS EXTRA CHALLENGE
- ⊕ WON'T LAST THAT LONG
- ⊕ TAKES AN AGE TO RECOVER WHEN HIT

## Memory Options

MEMORY:

N/A

CONTROLLER PAK:

SAVES MONEY AND CUPS WON, PLUS CUSTOM BOARDS



You can trip, shove, freeze a



SCUM! BASTARDS! BEING HIT BY A PARACHUTE IS FURIOUS, AS IT TAKES AGES FOR YOU TO FLOAT DOWN AGAIN.



SPLAT! TOMMY GETS HIT BY A VERY LARGE COIN. IS THAT BLOOD? IN A NINTENDO GAME?



WHEN ANOTHER PLAYER USES A GHOST ON YOU, THE GURNING SPOOKS SLOWS YOU DOWN ENORMOUSLY.



# Snowbow Kids



## SLASH KAMEI

AGE: 10  
SPEED: ★★  
CORNER: ★★  
TRICK: ★★2

BIG SPIKY HAIR ALWAYS MARKS OUT THE HERO OF JAPANESE GAMES, AND YOUNG MASTER SLASH – HE'S EITHER A GUNS 'N' ROSES FAN OR HAS A VERY WEAK BLADDER – IS NO EXCEPTION.

## NANCY NEIL

AGE: 10  
SPEED: ★  
CORNER: ★★  
TRICK: ★★

IS NEIL HER SURNAME, OR IS NANCY THE NICKNAME FOR A VERY EFFEMINATE BOY? EITHER WAY, THE PINK DUNGAREES AND BIG FLOPPY BUNNY-EARS HAT DON'T SUGGEST 'HARDNESS'.

## JAM KUEHNEMUND

AGE: 10  
SPEED: ★★  
CORNER: ★★  
TRICK: ★★

AFTER SPLITTING UP WITH SPOON, JAM TURNED TO SNOWBOARDING, GETTING POSE VALUE BY PUTTING STRIPES OF SUNBLOCK ON HIS NOSE. EITHER THAT OR HE FELL INTO A TRAFFIC CONE.

## LINDA MALTINIE

AGE: 11  
SPEED: ★★  
CORNER: ★★  
TRICK: ★★

FOR SOMEONE OF PRIMARY SCHOOL AGE, LINDA IS EXTRAORDINARY 'WELL-DEVELOPED'. THAT MEANS ONE OF THE STAFF OF POWERSTATION MAGAZINE WILL PROBABLY TAKE AN INTEREST!

## TOMMY PARSY

AGE: 10  
SPEED: ★★  
CORNER: ★  
TRICK: ★

EVERY GAME HAS TO HAVE A TOKEN FAT BLOKE! THE BURGER-MUNCHING TOMMY'S GREAT BULK MEANS HE GOES DOWNHILL LIKE AN AVALANCHE, BUT STEERS ABOUT AS WELL.



EVEN IN FOUR-PLAYER MODE, THE SPEED IS KEPT HIGH, THOUGH YOU MAY NEED A MICROSCOPE TO SPOT THE COINS!



THIS PSYCHO SNOWMAN FIRES MISSILES AT YOU, JUST WHAT YOU NEED IN THE MIDDLE OF A RACE.

kinds of jumps that would drive a real boarder's legs up through his ribcage on a genuine slope also throws in collectable weaponry with which to blast the other contestants. Money also has to be accumulated, but this

entire head inside the nostrils of one of these kids, although considering the cold weather they favour you'd want to wash your hair afterwards.

Apart from the prominent probosces, the Kids are a pretty

## and blow up your opponents

is simply picked up along the way rather than being collected in the traditional manner of snowboarders, by working on market stalls or at insurance companies.

## THEY NOSE WHAT'S GOOD FOR 'EM

Although *Snowbow Kids* is a Japanese game, the five central characters go against the traditional Japanese design philosophy for cartoon characters by having truly enormous noses. You've never seen noses like these. You could probably fit your

stereotyped bunch. The hedgehog-haired Slash (maybe he got his hair to stay in that rigid style by actually putting his head in someone else's nostril) is an all-rounder, pinko girly Nancy is manoeuvrable but not very fast, and obligatory round boy Tommy steers like a supertanker but doesn't half shift down the slopes because of the 600 pounds of burgers with which he's been stuffing his fat face. Each boarder has their own special trick moves which can be carried out while they're in mid-air; get them right and bonus points are earned, but mess up

## Shouldn't You Be At School?

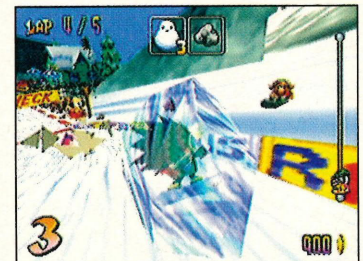
THEY'RE A TALENTED LOT, THE SNOBOW KIDS, AND AS THEIR COLLECTIVE NICKNAME SUGGESTS, THEY'RE ALSO, UM, KIDS. BUT WILL ANY OF THEM LIVE TO TAKE THEIR 11-PLUS?



JAM GOES INTO HYPERSPACE WITH THE HELP OF A HANDY PROPELLER POWER-UP.

and those noses will end up making like snowploughs.

There are six main courses, plus a selection of smaller stunt tracks and time trial routes, which are kept from being just variations on 'a hill with snow on it' by having colourful, cartoony scenery and obstacles. One track, Grass Valley, doesn't even have any snow on it at all! The Dino Park track takes the racers through a theme park, complete with rollercoaster (there doesn't seem to be any way of



ONE OF THE COMPUTER PLAYERS HAS JUST NAILED SLASH WITH AN ICE SHARD, DAMN THEIR EYES.





GRAB A PROPELLER AND YOU CAN ZIP PAST THE REST OF THE FIELD IN SECONDS.



BOMBS ARE USEFUL WEAPONS, BUT BE CAREFUL NOT TO GET CAUGHT IN THE BLAST.



THE BEST WEAPON IS THE COIN, WHICH CRUSHES THE OTHER PLAYERS UNDER A SHOWER OF GIANT POCKET SHRAPNEL.

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getting onto the loop-the-loop, sadly) and giant teacup ride, while Night Highway takes place, shockingly, at night, with some very cool lighting

effects and lurid neon sections.

The controls are simple enough; gravity takes care of your acceleration, though carefully timed jumping can

get you off to a better start, so all you really have to worry about is steering your snowboard. Making tight turns slows you down, and if you overdo it

upon, each being good in one area (speed, cornering or stunts). When combined with a boarder's abilities, it can really make a difference – put

## It actually managed to replace four-player *Goldeneye*



LEFT, RIGHT, LEFT, BANG! SORRY, I MEANT RIGHT.

it's actually possible to bring yourself to a complete stop, so getting used to the different characteristics of each boarder should be high on the agenda.

As well as the five big-nosed posers, your choice of board also makes a difference. There are three different planks to hurtle downhill

tubby Tommy Parsy on a board designed for speed at the expense of cornering, and he'll roar down the slopes like a boulder, assuming you can keep him from smacking face-first into any trees on the way!

### FREEZE, SUCKER!

The thing that sets *Snowboard Kids* apart from any other winter sports game is its inclusion of power-ups. There are two sets to collect, red and blue, which once you've grabbed some money are picked up by just ploughing into the coloured posts littering the course. Some, like the speed-boosting propeller or invisibility, simply make your race easier, but most are actual weapons. You can trip, shove, freeze and blow up your opponents, or for real infuriation you can crush them with giant coins (buh?), turn them into snowmen so they can't steer or attach parachutes to their backs so they fly up into the air and take an ice age to waft back down again.

Of course, the other racers can use the same weapons on you, which



THE WORLD'S SLOWEST-MOVING ROCKS BOMBARD THIS TRACK.

## Course Swishing

AS WELL AS THE NORMAL DOWNHILL SNOWBOARDING GAME, *SNOWBOARD KIDS* ALSO HAS SOME TRACKS THAT TEST YOUR SKILL IN SPECIFIC AREAS.

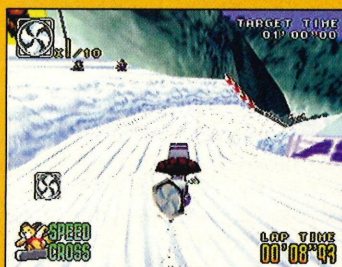
### TRICK GAME

THIS IS YOUR CHANCE TO TRY SOME CUNNING STUNTS! THE COURSE IS FAIRLY SHORT, BUT SPEED ISN'T THE OBJECTIVE HERE; INSTEAD, YOU HAVE TO PULL OFF AS MANY FLASHY MOVES AS YOU CAN IN A SHORT AMOUNT OF TIME.



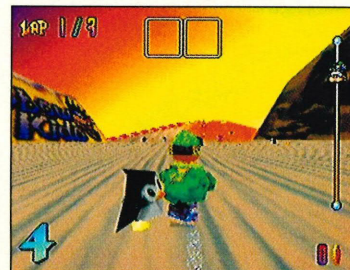
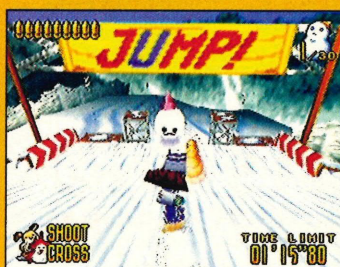
### SPEED CROSS

A STRAIGHTFORWARD RUSH DOWN THE MOUNTAIN AGAINST THE CLOCK. THERE ARE NO OTHER RACERS TO CONTEND WITH – ALL YOU HAVE TO DO IS AVOID OBSTACLES AND GRAB AS MANY PROPELLER POWER-UPS AS YOU CAN!



### SHOOT CROSS

IF YOU REALLY, REALLY HATE RAYMOND BRIGGS' *THE SNOWMAN*, YOU'LL LOVE THIS COURSE. ARMED WITH A LIMITED NUMBER OF MISSILES, YOU HAVE TO BLOW UP AS MANY SNOWMEN AS POSSIBLE ON YOUR WAY DOWN THE TRACK.



AHH, BLESS. ISN'T IT SWEET? GET OUT OF MY WAY, YOU LITTLE GIT!





TAKE A MIND-BENDING TRIP THROUGH THE FUNKY PURPLE TUNNEL.

often makes *Snowbow Kids* a very frustrating game. It's almost impossible to avoid some of the weapons (the coins will *always* hit you, no matter what you do) and it takes much too long to recover. If you're hit when you're in the lead, you



GOOD TIMING WITH THE JUMP BUTTON CAN GET YOU OFF TO A TURBO START, BUT THE OTHER BOARDERS ARE JUST AS QUICK.

## in the offices for a while

can almost guarantee that you'll be third or last by the time you get back on your feet. Get hit by the parachute if you're on the last lap, and you might as well restart the race! The computer-controlled racers always seem to concentrate their fire on you, as well. No fair!

Another annoyance is the ski-lift which waits at the bottom of each course – to complete a 'lap', you have to board it and be taken back to the top of the course. Since all the boarders usually arrive within a few seconds of each other, this becomes a mad crush with the contestants elbowing each other aside to get a seat. Brawls seem to be totally random, and it's all too common to reach the lift first only to have

everyone else knock you to the ground and barge past (are they Germans?), meaning you end up ten seconds behind the leader once you've been ferried to the summit again.

### THE PISTE'S GETTING CROWDED

Strangely enough, none of these annoyances are nearly as bad when you play *Snowbow Kids* against other humans. Up to four can play at once, the screen being quartered a la *Goldeneye* – everything is tiny in this mode, but the speed is kept surprisingly high. One niggle is that it's hard to spot coins and rocks – it would have been nice if they'd been made a bit more visible in four-player games.

Multi-player *Snowbow Kids* is a lot of

fun, much more than the normal game. The long recovery period from weapons fire isn't nearly as annoying when you inflict it on someone else, for a start! It actually managed to replace four-player *Goldeneye* in the offices for a while, no mean feat considering that the hardcore Bondophiles have been known to stay in playing it until the security guard chucks them out at 11pm. It's not a game I can see lasting forever, but any game that can usurp the mighty *Goldeneye*, even temporarily, must have something going for it!

*Snowbow Kids* will be given a UK release in a few months, which should make the mysterious board customisation options, which I couldn't quite figure out, easier to use. Even in its Japanese version it's good fun, but it probably won't last all that long.

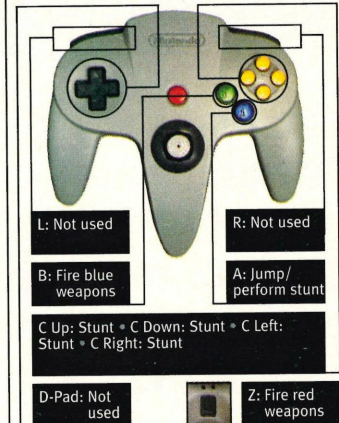
**SNOWBOW KIDS WAS SUPPLIED BY THE JOYPAD, (01202) 311611.**



AAAAIEEE! IT'S PIKACHU! FOR THE LOVE OF GOD, DON'T LOOK AT HIS EYES!

## 64 THE BOTTOM LINE

### Controls



### Alternatives

*Nagano Winter Olympics*: Konami (import)  
Reviewed: Issue 10,  
*Diddy Kong Racing*: Rare, £49.99  
Reviewed: Issue 7, 95%

### Rating

#### Graphics



#### Audio



#### Gameplay



#### Lasting Challenge



#### Overall

**80**

#### Soundbite:

APPEALINGLY SILLY SNOWBOUND FUN, BUT BEST IF YOU'VE GOT SOMEBODY TO PLAY IT AGAINST!

## 2nd opinion

BLOODY GOOD FUN, IS WHAT *SNOWBOW KIDS* IS. SINCE THERE AREN'T MANY COURSES IT WON'T LAST FOREVER AS A ONE-PLAYER GAME, BUT GET A FEW MATES ROUND AND THE FUN FACTOR GOES UP A HELL OF A LOT! IT'S ANOTHER ONE OF THOSE GAMES WHERE YOU NEED A BIG TV TO PLAY IT ON, BUT IF YOU'VE GOT ONE THIS BEATS FREEZING YOUR ARSE OFF IN REAL SNOW! **LOZ COOPER**

### Rating:





# NAGANO WINTERS

**Ninjo**



Publisher: Konami Game Type: Sports sim  
Developer: Diamond Dust Origin: Japan Release Date: Out now (import)  
Price: £64.99

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The real **OLYMPICS** are almost here – but **YOU** can take part yourself right **NOW!**



**A LONG TIME AGO, KONAMI** set the arcade world alight with their classic *Track & Field* coin-op, which reduced Olympic events to mad button hammering and made them all the more interesting for it. After that, all sorts of people leapt aboard the bandwagon, the best known being Epyx with their *Summer* and *Winter Games* series.

However, such things have been out of fashion for a few years, so Konami are trying to recapture the old spirit with a multi-event Olympic extravaganza based around the snowy goings-on in Nagano, Japan. How does the 64-bit version compare in terms of gameplay to the machines of old? Can the Olympic spirit be recaptured on a home machine? And does anyone want to play curling? All these questions will be answered as 64

MAGAZINE looks at each event in turn.

## Memory Options

**MEMORY:** N/A  
**CONTROLLER PAK:** SAVES RECORDS AND MEDALS



## \$64,000 Question

- ⊕ VARIOUS EVENTS
- ⊕ COURSES MODELLED ON REAL ONES
- ⊕ SOME GOOD GRAPHICAL EFFECTS
- ⊖ A COUPLE OF DUFF EVENTS
- ⊖ MULTI-PLAYER GAME UNDERUSED

## Alpine Skiing: Downhill

The Downhill event is skiing at its most basic and exhilarating; it's just a matter of getting from the top of a hill to the bottom as quickly as possible. There are a few flags that have to be negotiated en route, but for the most part it's simply you against the clock.

*Nagano Winter Olympics's* rendering of the Downhill event is no slacker in terms of speed. It's not blindingly fast by any means, but

THERE'S SOMETHING ODD ABOUT THE MOUNTAINOUS BACKDROP – IT ROLLS EVEN WHEN THE REST OF THE SCENERY DOESN'T!

the steeper parts of the track give you enough of a boost to give an impression, however briefly, of the kind of rush real skiers must get shortly before they barrel into a tree.

Unfortunately, Downhill suffers from a surprisingly poor control method. The analogue stick is used to guide your skier, as you'd expect. What isn't expected is how limited his response is. There is very little graduation of turn speed as you move the stick from side to side – either he turns, or he doesn't. You might as well be using the d-pad! The only way to increase your rate of turn is to use A for 'edging', but this slows you down enormously.

What is a real pain in Downhill is that there's no apparent way to

increase your speed. Although you'd think the analogue stick could be used to make your skier crouch to lower wind resistance and increase speed, you're limited to simple left and right movements. If you lose speed for any reason, there's no way of making it back up.

As a result, Downhill is very frustrating, because no matter how hard you try, it seems all but impossible to match the times set by the computer. Even after plenty of practice, I never managed to finish less than four seconds behind the leader, well out of the running for a medal.



THE FIRST CHECKPOINT ON THE DOWNHILL EVENT GIVES YOU AN IDEA OF JUST FAR BEHIND THE COMPUTER COMPETITORS YOU ARE.

## Alpine Skiing: Giant Slalom

The Giant Slalom is a tougher form of downhill skiing – the flags, which were a fairly minor part of the event in Downhill, are now critical to success. You have to weave between

each pair, which requires you to make some extremely tight turns. Just getting down the whole course without missing a flag and being disqualified is a major achievement!

Because the Giant Slalom has exactly the same controls as the Downhill event, the same problems apply. If anything, they're even worse, because the slalom course is totally dependent on precise control of your skier, which you just can't get with the control method used here. The only way to get anything even vaguely near the computer's times is to clip the flags as you descend in order to keep your turns as small as possible, but a fraction of a millimetre too far over and you'll hit



AN AMERICAN SKIER HURTLING DOWN THE SLOPES, WINNING A MEDAL FOR 'MOST GAUDY OUTFIT'.

the poles and spend several seconds waving your arms around like a windmill at a rave. Because you're looking at the course from behind your skier, it's rather hard to judge just how close you are...



ALTHOUGH THE ATHLETES ARE WELL-ANIMATED, THE BACKGROUNDS SUFFER FROM POP-UP IN THE SCENERY.



# R OLYMPICS



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## K=90 Individual

Or ski-jumping, to you and me, the event that enabled Eddie 'The Eagle' Edwards to make Great Britain an international laughing stock. K=90 takes place on a 90 metre ski jump (or it could be the angle of the slope itself – who am I, David Vine?), and the aim of the game is to hurtle down the slope, fly into the air and not wind up in a pile of crunched bones when you hit the unforgiving ground a hundred metres away.



THE ANGLE INDICATOR IS YOUR GUIDE TO SUCCESS. IF IT STARTS FLASHING RED, DOOM IS IMMINENT!

K=90 is one of the trickier events, the first stumbling block being how you get down the slope without falling flat on your arse. Experimentation revealed that the analogue stick had to be kept pushed down if the skier was to reach the skies. Further experimentation revealed that the stick had to be slammed forward just as he reached the lip of the slope if he was to travel more than three feet!

Once in the air, the skier has to maintain his balance and compensate for the wind, which is achieved by careful, delicate movements of the analogue stick. A gauge at the side of the screen shows the jumper's current attitude – if it starts flashing red a wipeout is imminent, so hurried adjustments are needed! Just before landing, a quick stab of the A button puts the skier's feet into landing position. Do this too soon and he'll be unable to maintain his balance, but too late

and his knees will end up somewhere behind his ears.

Although it's one of the more complicated events, K=90 is actually quite good fun once you get the hang of it. My main complaint is that it seems a little too random. Even when you think your timing is exactly the same as a previous successful jump, you can end up landing anything up to 50 metres back, or even wiping out altogether. Still, nobody ever said that ski-jumping was easy!



IT'S EITHER A BADLY MISJUDGED LANDING OR A GAME OF ONE-MAN TWISTER.



THE OFFICIAL NAGANO MASCOTS. WHAT THE HELL ARE THEY MEANT TO BE? OWLS? DEVILS? WHAT? STILL, THEY'RE BETTER THAN THAT STUPID BLUE SAUSAGE FROM ATLANTA.



"THAT'S A LONG WAY DOWN. A LOOOOONG WAY. I'LL JUST SIT HERE A WHILE, IF THAT'S OKAY WITH YOU..."

## K=120 Individual

A lot like K=90, only with a longer ramp. The extra 30 metres of descent means that jumps are longer and higher, and also a lot harder to complete successfully! As if the timing on the K=90 event wasn't critical enough, here you have to be absolutely dead-on if you want to have any hope of matching the massive leaps from the computer controlled contestants. The extra time spent in the air means that the wind affects you more, so staying upright is even more of a challenge.

Apart from that, K=120 is much the same as its shorter brother, so it gets the same medal.



THE TERRIFYING DROP AHEAD OF HIM HAD ALREADY TAKEN ITS TOLL ON THE CANADIAN'S TROUSERS.



VICTORY IS MINE! IN YOUR FACE, SUCKERS!



AN AERIAL VIEW OF NAGANO, SO POSED IT COULD ALMOST BE ON A POSTCARD.



## Freestyle Skiing: Aerials

Now this is weird. The sport itself is odd enough – launch yourself off a ramp and tumble around in mid-air in the hopes of impressing the judges with your bravado and derring-do – but the way it's been implemented is even odder!

Since the event involves you flipping your skier on all axes, you'd think this was an ideal time to make use of Nintendo's analogue stick, right? Apparently not. Instead, you choose the stunt you want to perform before you jump, then once the skier sets off you just hammer away at the A button to build up a power gauge. The more power you have, the more impressive your skier's gyrations. Once you've hopefully wowed the judges, it's time to hit B to land.

This is the nearest *Nagano Winter Olympics* gets to Konami's arcade classic *Track & Field*, and it's about the least appropriate use you can think of. A sport of skill and precision, and all you do is bash a controller button? Take a hike!



THIS IS ACTUALLY THE MOST TRICKY PART OF THE AERIALS EVENT – CHOOSING A STUNT TO PERFORM!



HIT THE A BUTTON FAST ENOUGH AND THE ENERGY GAUGE GOES 'HYPER'. IT'S LIKE A DOSE OF STEROIDS!



THE TUMBLING ITALIAN SUDDENLY REMEMBERED HE'D LEFT THE GAS ON.



AN UNLUCKY RUSSIAN TOUCHES DOWN IN MARIO FASHION.

## Snowboard: Halfpipe

Remember the ancient electronic game *Simon*, where everyone sat around a thing the size of a pizza and had to press coloured buttons in the right order? Well, it's back!



THE AMERICAN CONTENDANT TAKES TO THE AIR, PAUSING TO FLASH HIS TEETH AT SOME EASILY-IMPRESSED TEENAGERS.

The bizarre thing is that it's back in the shape of the Halfpipe event in *Nagano Winter Olympics*. Snowboarders, who pride themselves on being so cool they don't need to show anyone just how cool they are (they just let their nuke-proof sunglasses do it for them) are not going to be pleased that their beloved poseathon has been reduced to the level of an early Eighties toy from MB Games!

Before your snowboarder starts his run, you select a series of eight stunts for him to perform. There are 22 in all, starting with the 'basic air' and going all the way up to the dizzy heights of the '3D crippler double hand grab'. Isn't that Vinnie Jones's speciality? Once you set off, all you have to do is key in the right sequence of button pushes and stick twiddles in the few seconds before your boarder reaches the top of the pipe, and the deed is done. Repeat until bored (no pun intended).

If you stick to the easier stunts you'll never score enough points to get a medal, but the flashier tricks require impossibly rapid sequences of button bashing and stick swirling. If anyone could move

their hands that fast, they'd never leave the house! Also, however well you do, the American judges never seem to award you any points!

There is a certain amount of skill in getting the moves right, but since you're not actually controlling your boarder at all it seems a bit pointless, really.



THE '3D CRIPPLER' MOVE. YEAH, THAT'S EASY TO DO!



# Nagano Winter Olympics

## Snowboard: Giant Slalom

This is a variation of the skiing slalom, which is made even harder by having to pass flags on the right side. You go to the left of red flags and the right of blue – they are helpfully arrow-shaped to remind you, but it's still a tough task to get down the slope without disqualification.

The control method is, if anything, even slacker than the skiing. The boarder sticks his arse out and waves his arms around at the slightest touch of the stick, but actually getting him to turn is even harder than getting a real

snowboarder to admit that his coat is repulsive. As with the skiing, there's no way to pick up lost speed, and if you clip a flag sometimes you'll carry on as if nothing happened, whereas other times you're sent sprawling – but you can never predict which.

Things do pick up the more you practice; once you're used to the supertanker-like rate of turning you can get down the course within a few seconds of the leaders. However, you'll probably get too frustrated by the whole thing to keep trying to beat them.



"NOW IS IT TO THE LEFT OF THE RED FLAGS, OR... AAARGH!"



RICHARD BRANSON'S UNTIMELY CRASH RUINED AN OTHERWISE FLAWLESS SPANISH SLALOM.



## Speed Skating 500m

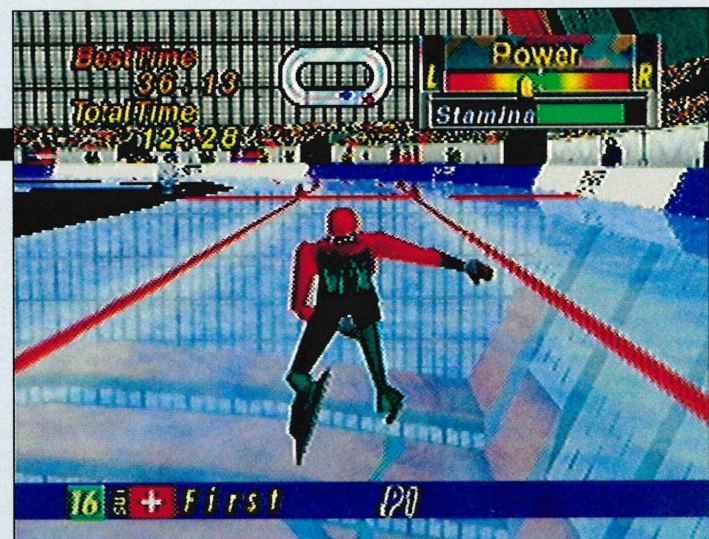
Can you think of a famous speed skater? Me neither. In this event, your lycra-clad speedster skates round an ice rink. At speed. That's it.

The controls are similarly simple, with only the two shoulder buttons being used. Each button is used to control one of the skater's legs, and the key to success is building up a steady rhythm that builds up speed quickly without tiring the skater out. A stamina gauge is located under a power bar – if this runs out, your poor knackered skater just glides along helplessly, wheezing like a beagle after 3,000 fags.

It's a lot easier to play the game if you don't look at the skater at all. The power bar has a pointer which flips from side to side, showing how much force each leg is putting in. Timing is all; fall out of rhythm and the skater will start tripping over his feet, try to move too fast and he won't be able to put enough power in.

Speed Skating is an event that requires total concentration. The only problem is that it's also a bit boring, because you end up with your eyes riveted on a tiny arrow moving left and right rather than watching what the skater's doing!

THE 500M SPEED SKATING EVENT REQUIRES A QUICK START. WHICH THIS SWISS CHAP DIDN'T GET!



53



54



THE EVENTS ON ICE HAVE SOME SUPERBLY-DONE REFLECTIONS OF THE ARENA AND CONTESTANTS.



THE CIRCUIT ICON AT THE TOP SHOWS JUST HOW FAR AHEAD YOU ARE. SEE YA IN THE NEXT TIME ZONE, SLACKER!

## Speed Skating 1500m

Pretty much identical to the 500m event, only three times longer. The main difference this makes to the gameplay is that you have to pace yourself with a lot more discipline. Try to race away at the start, and you'll have no energy left for the closing stages of the race. Oddly enough it's actually easier to win, because you can cruise for sections of the race to regain stamina, but apart from that it plays just like its shorter predecessor.



HEY! NOBODY TOLD ME THAT EDWARD ICEPICKHANDS WAS IN THIS RACE!

## Bobsleigh: Four Man

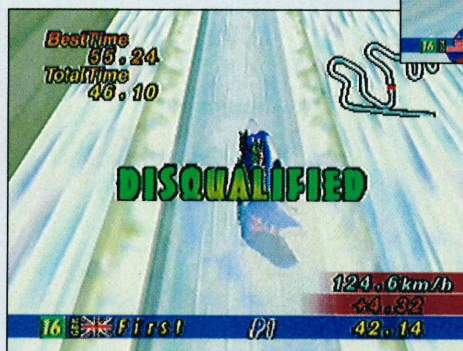
There must be an English-speaking joker at Konami, because the other competitors in this event include a B Viss, an E Eagle, a Russian called Glasnost and even an N Tufnel. Wasn't he in *Spinal Tap*?

But I digress. The Bobsleigh is one of the most difficult events in the whole game – just managing to reach the finish is an event in itself!

To start the race, you need to hammer the A button to build up speed, all the while keeping a close watch on the indicator that flashes to tell you when each of your sleighers needs to hop aboard. Once they're all in, the only thing you need to worry about is doing a John Noakes and using your face as an emergency brake.

Assuming you manage to get all four blokes in without any of them stumbling, you're already moving at a fair lick by the time you reach the first checkpoint, and after this the combination of forward momentum, a near-frictionless surface and gravity send you rocketing down the twisting course like a, erm, bobsleigh. The analogue stick is theoretically used to steer, but the best you can hope for in reality is adjusting your course just enough to stop you flipping over on the lips of the banked curves. This is a very hard trade-off – if you play it safe and stay near the base of the curves you don't gain any speed, but go an inch too high and the bob will roll over, sending your team home with their heads tilted back at 180° to normal.

The Bobsleigh is one of *Nagano's* best events, as even when you're familiar with the track it can still catch you out. Great fun!



THE GREEN CIRCLE BELOW THE POWER GAUGE MEANS YOU NEED TO HIT B TO LET A TEAM MEMBER JUMP ABOARD.

TYPICAL – A GANG OF BRITS GO ABROAD AND THEY END UP TURNING THEIR VEHICLE OVER!

## Luge: Single

What kind of madman rides a luge? It's like going the wrong way down the M1 on a motorised biscuit tin, except you can't even reach in for a Bourbon.

The course is the same as the bobsleigh run, although you start from an elevated hut, using the L and R buttons to build up speed as you push off. That aside, it's really just a harder version of the bob event. The light weight of the luge and its single rider means it's even harder to control on the curves, making it an even more taxing event. Maybe a bit *too* taxing, as watching your man bounce screaming down the icy course for the umpteenth time can get a bit annoying.



A VERY COMMON OCCURRENCE ON THE LUGE EVENT – THE START OF A WIPEOUT!

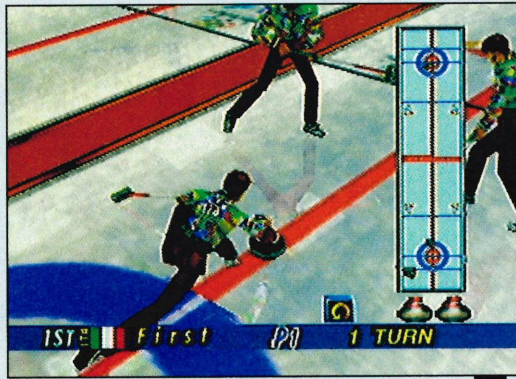




# Nagano Winter Olympics



BY USING THE C BUTTONS, YOU CAN GET A BETTER IDEA OF WHERE YOU'RE AIMING.



THE ITALIANS HAD CHOSEN A MASTER OF YOGA AS THEIR CURLING CHAMPION.

## Curling

Er... yeah. Is this really what people want to see in their thrilling winter sports game?

Actually, yes. It might not produce quite the same adrenaline rush as the bobsleigh, but it's the event in the game that requires the most skill – and you get to compete head-to-head with other nations, something the other events are lacking.

Curling is essentially bowling on ice – there's a large target painted on the ground at the far end of the lane, and your aim is to get one of your bowly handle things (curls, I suppose) as near as possible to the central ring. You can choose either to play for accuracy or, if your opponent seems better than you, you can play dirty and knock his curls away from the point-scoring zone by hitting them with your own. It's marbles for grown-ups!

Although it sounds perilously close to crown green bowling, played by dull old men with pipes and flat hats, curling is one of the high points of *Nagano* simply because you can play it against other people rather than faceless computer opponents. It might not be *Goldeneye*,



AFTER YOU THROW YOUR THROWY THING, IT'S UP TO THE MEN IN NASTY PULLOVERS TO BRUSH THE ICE IN ITS PATH SO IT STOPS WHERE YOU WANT.

but there is still an evil satisfaction in sabotaging a friend's bullseye shot by just sending a rocket of a shot right down the middle of the lane and knocking his curl into eternity!

64!

So all in all, do Konami take home the gongs? *Nagano Winter Olympics* is rather a mixed bag. It's got some very good events (the bobsleigh and, curiously, the curling) and a couple of duffers (the aerial skiing event is especially poor). Luckily, the good and the not-great-but-playable events outweigh those which aren't up to par. The graphics aren't bad, with a few high points like the reflections on the

ice events, and though sporting events don't offer much in the way of amazing sound even in real life, what there is creates a good atmosphere.

If you want a winter sports game that isn't just snowboarding, *Nagano* is a fairly good bet. It might not be able to match up to the dedicated snowboarding games on their own pistes, but its variety helps compensate. If you want to avoid the

annoyance of having to work out how to play each event, though, it's definitely worth hanging on for an English version.

**NAGANO WINTER OLYMPICS WAS SUPPLIED BY SKILL ACADEMY, ON (0181) 567 9174.**

R64

WHAT? ONLY A BRONZE? I MIGHT AS WELL NOT HAVE BOTHERED COMING. AND I'M COLD.



## 2nd opinion

*NAGANO WINTER OLYMPICS* IS A PRETTY ORDINARY BAG OF EVENTS. SOME OF THEM WORK OKAY, LIKE THE SKI-JUMP AND THE BOBSLEIGH, BUT THE SKIING AND SNOWBOARDING ARE TOO UNRESPONSIVE, SPEED SKATING IS TEDIOUS AND AERIAL SKIING IS A COMPLETE WASTE OF SPACE! A REAL MISSED OPPORTUNITY FROM THE MAKERS OF *TRACK & FIELD*. **LOZ COOPER**

## Rating:



## 64 THE BOTTOM LINE magazine

### Controls



The controls vary according to the event.

### Alternatives

*Snowbow Kids*: Atlus (import)  
Reviewed: Issue 10, 80%  
*Wayne Gretzky's Hockey '98*: Midway (imp)  
Reviewed: Issue 10, 85%

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall

77%

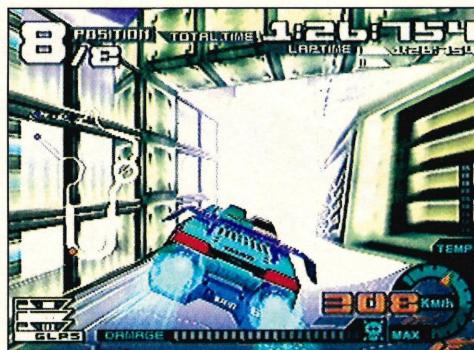
### Soundbite:

DON'T TAKE THE GOLD MEDAL, BUT STILL HAS ITS ATTRACTIONS FOR SNOW JOBBERS.

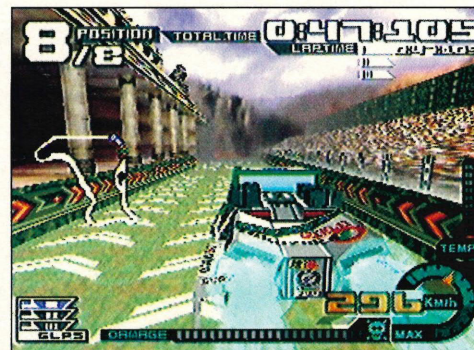




IT'S A THRILLING HEAD-TO-HEAD BATTLE TO THE FINISH, WHICH WILL SET YOUR HEART POUNDING! OR NOT.



NOW THAT'S WHAT I CALL FOGGING! THAT CAR'S NICKED STRAIGHT FROM *THE LAST STARFIGHTER* AS WELL.



THE COCKPIT VIEW REVEALS THAT THE OTHER CARS ARE QUITE DETAILED. PITY IT'S SO RARE THAT YOU SEE THEM!

56

Ninjo



Publisher:  
Developer:

ASCII  
Locomotive

Game Type:  
Origin:

Racer  
Japan

Release Date: Out now (import)  
Price: £59.99



# AERO G

The long WAIT for *F-Zero X* suddenly seems more PAINFUL than ever...



CRACKLING ENERGY INDICATES THAT YOUR SHIELD HAS JUST ABOUT RUN OUT. ONE MORE IMPACT AND IT'S GOODNIGHT VEGAS!

## Memory Options

MEMORY:  
NONE  
CONTROLLER PAK:  
SAVES RECORDS  
AND GHOST DATA



## \$64,000 Question

- NOTHING REALLY
- VERY FEW TRACKS
- UNRESPONSIVE CONTROLS
- BAD POP-UP
- MINDLESS OPPONENTS
- NO EXCITEMENT

THERE'S BEEN A LOT OF FUSS recently about cloning, and for the most part I can't see the problem. So somebody cloned a sheep. So what? They all look alike anyway. Similarly, it'd hardly be a great threat to world peace if Saddam Hussein cloned himself a few thousand times, which seems to be a bizarre fear of some people. All that would happen would be that they'd start arguing amongst themselves and trying to assassinate each other, then run screaming for cover at the first sound of an aircraft engine, yelling

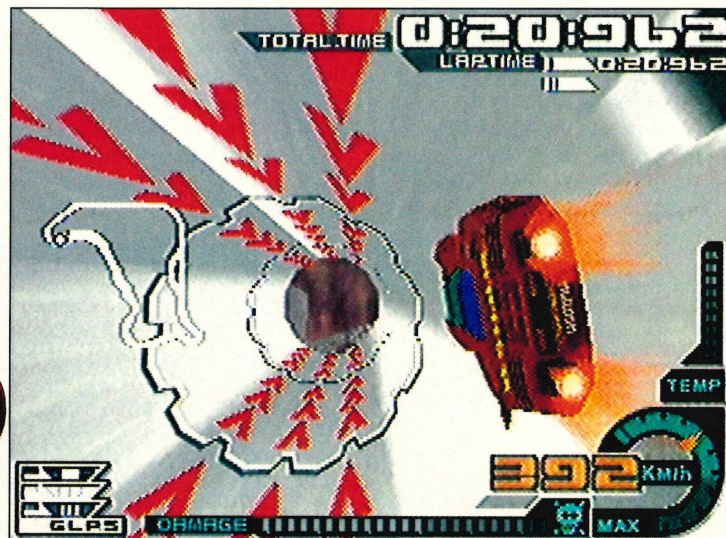
"Aaaieee! Stealth fighters!"

In games, though, cloning is rather less forgivable. The main problem is that the copy is never as good as the original. *Mario 64* begat *Doraemon*, *Doom* spawned *Hexen* and now the PlayStation's *Wipeout* has had its DNA sucked out to create *Aero Gauge*.

*Wipeout* itself could be argued to be a kind of next-generation copy of

the incredibly old Atari ST game *Powerdrome*, which involved antigravity vehicles racing around futuristic circuits. The main differences were that *Wipeout* featured more than 16 colours on screen and was about three trillion times less jerky, so maybe it's not really a fair comparison after all. *Wipeout 2097*, the sequel, got rid of

This is just a f



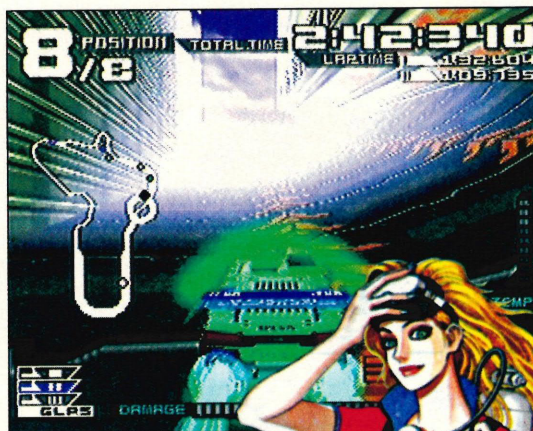
THESE TWISTING TUBES ARE COMMON FEATURES ON MOST OF THE TRACKS. THE WALLS ARE MAGNETISED - GET TOO CLOSE AND YOU'LL BE PULLED ONTO THEM AND SLOWED DOWN.



## Aero Gauge



TWO CARS ON SCREEN AT THE SAME TIME – IT'S A RARE EVENT, SO MAKE THE MOST OF IT!



RECHARGE TUNNELS GET RID OF ANY DAMAGE YOU'VE ACCUMULATED.

# AUGE

most of the first game's annoying faults and (at least until *F-Zero X* arrives) remains the definitive high-tech console racer.

Following the old adage that any good idea is worth stealing, ASCII obviously decided that what the N64 needed was a blatant knock-off of Psygnosis's game. The end result is a completely shameless imitation of

*Wipeout*, from the general look of the vehicles down to the ersatz Designers' Republic logos and typography. There's something that they forgot to copy, though. Playability.

### LAME-O GAUGE

In any racing game, the first priority has to be speed. Snail racing games are unlikely to top the charts. The next vital element is

handling; it doesn't matter how quickly the scenery moves if your car can't get around corners. *San Francisco Rush*, I'm talking about you! After that there are little things like variety, the intelligence of the other racers, the number of tracks, graphical quality – you know, sort of basic stuff.

*Aero Gauge* falls down at the first hurdle, which doesn't look too promising for any of the other elements. Unless you set the game up to play on the hardest 'High Tension' setting, it's only moderately nippy, a long way behind *Extreme G* and *F-Zero X*. The only way around this is to play in cockpit view mode, which makes the game a lot harder. If you do decide that you feel the need, the need for speed and play the game on High Tension, the other racers are so fast that you lose sight of them three seconds after the race starts and don't see them again until they're practically lapping you as you finish!

The problem in the races comes right at the start, because unless you get a turbo boost when you set off it is impossible – literally impossible – to catch up with the leaders, even on the easiest difficulty level. The thing is, nobody who played the game ever managed to figure out how to get a turbo start. I managed it once, and that was sheer fluke – nothing I tried ever succeeded in duplicating it. This is bad design, because if a game is to

## Lovely Bubbly

YOUR CHOICE OF VEHICLE IN *AERO GAUGE* IS ALL-IMPORTANT, AS IT WILL DECIDE WHETHER YOU FINISH IN LAST PLACE, OR SLIGHTLY IN FRONT OF LAST PLACE.

### PLAG

FAST AND SPORTY, THIS SLEEK LITTLE RACER (AVAILABLE IN PALE BLUE OR GAUDY ORANGE) IS THE BEST CHOICE FOR NOVICE *AERO GAUGES*. IT'LL GET YOU USED TO THE IDEA OF NEVER WINNING A RACE.



### IMUYA

THIS IS THE HOVERCAR YOU WANT IF YOU'RE A BOY (OR GIRL) RACER – IT GOES THROUGH THE COURSES LIKE MR CREOSOTE ON A BINGE. IT'S PROBABLY GOT A REALLY LOUD STEREO AS WELL.



### ZMART

AERODYNAMICS, SCHMAERODYNAMICS! THIS HULKING GREAT JAFFA OF A LUMP IS THE TRANSIT VAN OF THE RACING WORLD AND RACES ABOUT AS WELL. ALL THE EXCITEMENT OF THE LIGHTHOUSE FAMILY!



### OGURUWORD

IT MIGHT HAVE A VERY PATRIOTIC COLOUR SCHEME (IF YOU'RE A BRIT, A YANK OR A FROG), BUT THE NAME SOUNDS LIKE SOMETHING OFF *CALL MY BLUFF*. AVERAGE IN ALL RESPECTS.



### DAIKOU

THIS LONG-NOSED FLYING TRUCK CAN MOVE AT QUITE A WHACK. UNFORTUNATELY, IT TAKES SO LONG TO GET UP TO SPEED THAT THE RACE HAS FINISHED BY THE TIME YOU REACH FULL POWER.



## ailed clone of Wipeout



GARISH NEON SIGNS MIGHT MAKE GOOD SCREENSHOTS, BUT THEY DON'T HELP NAVIGATION THROUGH TWISTY MAZES MUCH.



AND EVERYONE'S OFF TO A CRACKING TURBO START... EXCEPT ME, FOR THE THOUSANDTH TIME.

be fair to the player, it should at least offer a slim hope of recovering from a poor start. With *Aero Gauge*, if you can't get a turbo start you might as well give up there and then.

Even though the game isn't dazzlingly fast, some truly gruesome graphical compromises have been made nevertheless. While the textures





THE GREY BLOCKS IN THE CENTRE OF THE SCREEN ARE A RESULT OF THE RATHER POORLY-DISGUISED POP-UP EFFECT.



THE PITS ON THE BIKINI ISLAND STAGE ARE HIDDEN BEHIND THE WATERFALL ON THE RIGHT.



THERE'S A SUBTLE CLUE ABOUT WHICH WAY YOU SHOULD GO HIDDEN IN THIS PICTURE. CAN YOU SPOT IT?

58



ANOTHER STRETCH OF MAGNETISED TUBE IS NEGOTIATED BY THE DAIKOU, WHICH WAVES ITS RUDDERS ABOUT IN AN ALARMING MANNER.



AH, THAT OLD CLASSIC, THE FOUR-LINE CAPTION FOR A SCREENSHOT WITH ABSOLUTELY NOTHING GOING ON. NICE BUMPER STICKERS, THOUGH.

of the tracks aren't anything out of the ordinary (though the *F-Zero* influenced Vegas-style stage does look rather good), *Aero Gauge* features some of the most appallingly obvious scenic pop-up you'll ever see! It's at its most apparent on the coastal track, but all the courses suffer from it to some extent. If you remember the bit from *The Wrong Trousers* where Gromit is frantically building a model railway track just ahead of a speeding train, it'll give you an idea of how *Aero Gauge* feels when it's in motion. Bits of the track appear from nowhere about a second before you actually reach them, which adds an entirely unintentional extra level of difficulty to the game as you try to tackle corners. When's the next tur- aaagh!

To what I imagine they thought was to their credit, ASCII have attempted to disguise the pop-up by using fogging, as did *Turok*. Unfortunately, they don't seem to have quite got the

gist of it. On some levels, as the scenery vanishes into the distance it gradually (well, considering how far away it's drawn, it's more like 'amazingly quickly') fades into featureless grey polygons – which then stop abruptly and make the pop-up even more obvious! Hint to ASCII – when it's foggy, the fog also tends to obscure the horizon as well. Just thought you should know.

## STEER WE GO

Graphical shortcomings can, of course, be overlooked if the game itself is good enough. Oh dear.

*Aero Gauge* has five different craft to choose from, which at least do vary slightly in their performance. Each craft is rated according to speed, steering, acceleration, stability, shield and the mysterious 'aero limit'. None of which alters the fact that if you don't get a turbo start you're doomed, but never mind.

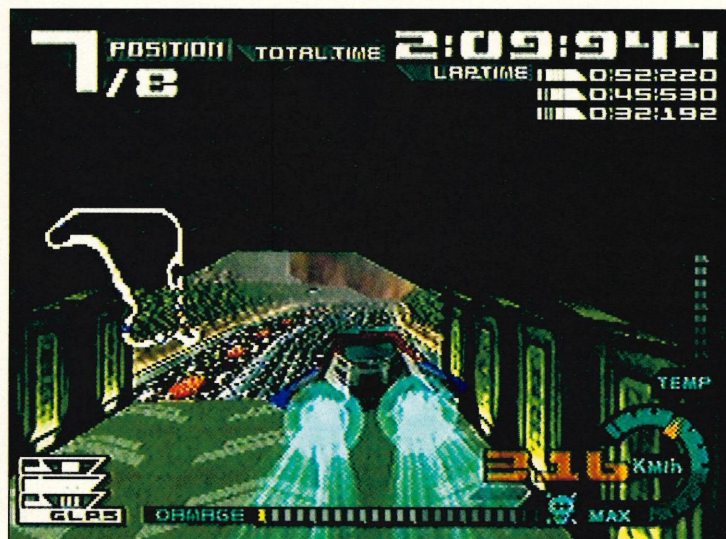
What doesn't really change, no matter which craft you pick, is the handling. Steering left to right doesn't present any problems, but you also need to go up and down to negotiate obstacles on the track, and there isn't a single ship amongst the lot that could outpace a granny with a zimmer frame trying to negotiate a spiral staircase. There are a couple of places on the tracks where the only way to change height fast enough to avoid a crash is to slam on the brakes – and if you do, then anyone you might by some miracle have managed to overtake whips past you again.

The Z trigger is supposed to help you avoid this problem, as holding it while you manoeuvre increases your angle of turn. Yeah, by a factor of ten! Hitting the trigger results in your craft making like one of the light cycles from *Tron* and changing direction faster than one of Saddam Hussein's clones at a shout of "incoming!" Even

## There's more excitement in a packet of R



"THAT'LL DO NICELY," SAID THE DECORATOR, GETTING HIS BACKHANDER FROM DULUX.



BURNING THROUGH THIS TUNNEL PROVIDES A MOMENTARY SPARK OF EXCITEMENT. IT WON'T LAST.



# Aero Gauge



PLAYING IN THE COCKPIT VIEW SPEEDS THE GAME UP A BIT, BUT THE CONSTANT ROLLING MAKES IT HARDER TO NAVIGATE.

if you only tap the trigger for a fraction of a second, you still slow around so far that you usually end up pointing at a wall.

All the craft suffer from this problem, whatever their individual characteristics may suggest. As a result, you can either have a ship with the mobility of a pregnant cow in a tin bath full of tar, or one that... oh I don't know, this game has sucked the life out of me and exhausted my capacity to come up with amusing metaphors. It turns too fast, anyway. There's nothing in between.

## YAWN

The two-player game does *Aero Gauge* no favours at all. Even though the other competitors have been removed to make it a straight head-to-head, the already poor responsiveness of the craft is lowered still further, and the speed is down as well. It soon becomes a matter of profound disinterest who's in the lead, because *Aero Gauge* provides

## Rich Tea biscuits!

absolutely no incentive to win.

There's a pervasive air of 'why bother?' about the whole thing. With only four tracks, none of which are all that interesting, *Aero Gauge* has only limited lastability. You never feel as if you're battling for position either; if



WHAT LOOKS LIKE A SHORT TUNNEL AHEAD OF PLAYER TWO IS ACTUALLY A LONG BENDY ONE. DAMN THAT POP-UP!

you manage to catch up with another racer you can't fail to overtake them, and if you then hit an obstacle they'll pass you again. But since all the other craft just cruise around the circuits like the drones they are, who cares whether you beat them or not? There's more excitement in a packet of Rich Tea biscuits!

As wasted opportunities go, *Aero Gauge* is near the top of the pile – it's the only area where it achieves any kind of competence. *Extreme G* completely hammers it in all respects on the N64, and when compared to *Wipeout*, its progenitor, it looks totally laughable. Even something as simple as mounting a weapon on the nose of the ships would have doubled the replay value, bringing it into the realms of the vaguely interesting. But since you can't shoot anything, all you can do is go round and round the same few courses until something more enthralling beckons. Like worming the cat or watching Carlton Select on cable.

As I said at the beginning, this is

## 2nd opinion

*AERO GAUGE* IS A POOR MAN'S *WIPEOUT* IMITATION OFFERING STRICTLY LIMITED TWO-PLAYER APPEAL IN PLAYING ARENAS THAT ARE SO CONSTRICTING AND GAUDY THAT YOU'LL BE LEFT GASPING FOR AIR AND REACHING FOR THE SICK-BAG! FUN FOR A SHORT WHILE, BUT SORELY LACKING IN THE ORIGINALITY STAKES. **TOM SARGENT**

## Rating:



just a clone of *Wipeout*., and a failed clone at that. It's a pity that human cloning hasn't been developed yet. That way, I could have forced my clone to review *Aero Gauge* instead of me!

**AERO GAUGE WAS SUPPLIED BY THE JOYPAD, TEL (01202) 311611.** **R64**

## Pop-up Goes The Weasel

THE ONLY THING WITH MORE POP-UP THAN THIS GAME IS A JACK-IN-THE-BOX! HERE YOU CAN SEE A TYPICAL EXAMPLE...

TIME: 1:02:449  
AH, CLEAR TRACK AHEAD. NO WORRIES.



TIME: 1:02:582  
HEY! WHERE DID THAT FENCE COME FROM?

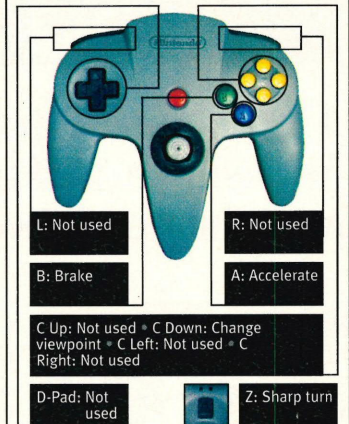


TIME: 1:03:752  
TURN, YOU BUGGER, TURN! AAAIIIEEEE!



## 64 THE BOTTOM LINE

### Controls



### Alternatives

*Extreme G*: Acclaim (£54.99)  
Reviewed: Issue 7, 91%  
*F-Zero X*: Nintendo  
Due out August, and worth the wait!

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall

47%

### Soundbite:

THE RUMOUR IS THAT THE NEXT EDITION OF ROGET'S THESAURUS WILL, UNDER SYNONYMS FOR 'DULL', SAY 'AERO GAUGE'!



# CHAMELEON TV

**Ninjo**



**Publisher:** Ocean **Game Type:** 3-D platformer **Release Date:** Out now  
**Developer:** Japan System Supply **Origin:** Japan **Price:** £54.99

A **CHAMELEON** that transforms into an **ALIEN** after following a **TALKING WHITE RABBIT**... What is this, an episode of *Twin Peaks* or **SOMETHING**?



USING YOUR TRUSTY TONGUE, YOU CAN TEMPORARILY DELAY THESE NASTY SPIKES.

## Memory Options

**MEMORY:**  
FOUR SAVE  
GAME SLOTS  
**CONTROLLER PAK:**  
NONE



## \$64,000 Question

- ⊕ COLOURFUL 3-D GRAPHICS
- ⊕ MASSIVE MULTI-DIRECTIONAL SCROLLING LEVELS
- ⊕ INNOVATIVE USE OF TONGUE
- ⊖ NO REAL 64-BIT TECHNOLOGY EXPLOITED.
- ⊖ CAMERA SYSTEM FROM HELL!



## THE LATEST N64 OFFERING

from Ocean, and it's a weird one! The plot is fairly simple – a chameleon (that's you) is happily sunning himself on a rock one day, minding his own business, when along comes a talking white rabbit with a pocket watch who leaps into a glowing hole and vanishes. Our chameleon hero, not having read Lewis Carroll's *Alice in Wonderland* (well, he's a chameleon), is blissfully unaware of the dangers involved with following talking rabbits down holes, and so he does just that.

Cut to a strange world, where said chameleon finds himself – or herself, since you *can* play as a girl – transformed into an 'alien' (read: small bloke with a large head) but he still has his tongue.

Now, the cynical among you might say that the game designers wanted to do a game with a bloke who had a long tongue, and then made up a plot to fit the concept. To you we say, "sounds plausible".

goal of transforming back to your old colour-changing self and returning to a life consisting solely of basking in the sun, eating small invertebrates and appearing in the odd *Wildlife On One* documentary.

## Takes the 3-D platformer concept



THIS IS WHAT YOU LOOKED LIKE BEFORE YOU STARTED CHASING TALKING RABBITS DOWN PULSATING HOLES. SOUNDS A BIT DRUG-INDUCED, IF YOU ASK ME!

## TONGUE TWISTING!

Anyway, this is where you come in, as you take control of said hapless chameleon. Armed only with your tongue (should that be 'tongued' only with your tongue?) you must make you way through six bizarre lands, each with a running theme, such as Ant Land, which is populated by ants, and Bomb Land, which is populated by, well, bombs (you get the idea). You must search high and low throughout these lands in a quest for crowns and carrots, with the ultimate

The alien lands are fairly inhospitable, so fortunately for you your tongue gives you a variety of special abilities, including the ability to vault things, grab things, swing across things and swallow things, all of which will be essential in your quest for the crowns and re-transmogrification.

*Chameleon Twist* is a great idea. It takes the 3-D platformer concept and adds a new, er, 'twist'. Fans of weird Jap game *Ganbare Goemon* will see similarities between the chameleon's

## The Cast...

YOU HAVE A CHOICE OF FOUR CHAMELEON CHARACTERS IN *CHAMELEON TWIST* – THEY ALL HAVE THE SAME ABILITIES, SO IT'S JUST A CASE OF AESTHETIC PREFERENCE. HERE, FOR YOUR PERUSAL, ARE THE 'USUAL SUSPECTS'.

### DAVY

BLUE AND LOOKS PERMANENTLY AS IF HE'S JUST BEEN STARTLED. USED TO SING WITH A MANUFACTURED POP BAND IN THE SIXTIES.



### JACK

GREEN AND NOT AT ALL MEAN. FAILED AN AUDITION FOR THE PART OF THE JOLLY GREEN GIANT BECAUSE HE WASN'T JOLLY ENOUGH. OR A GIANT.



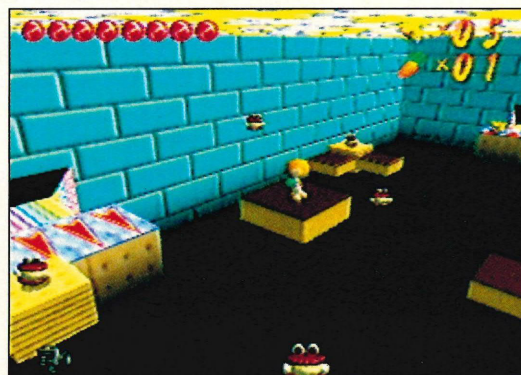
### FRED

YELLOW AND CONSTANTLY HALF-ASLEEP. MOONLIGHTS AS A HIGH COURT JUDGE.

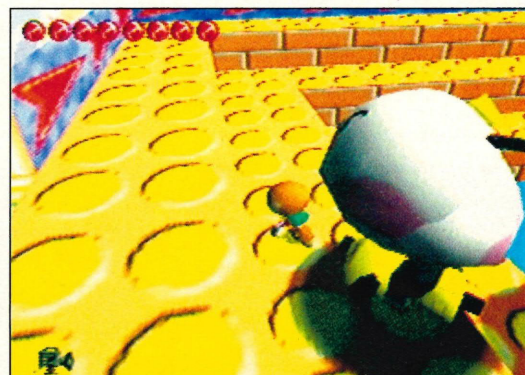


### LINDA

PINK AND THE TOKEN GIRL. POPULAR WITH THE BOY CHAMELEONS... ER, BECAUSE SHE'S THE ONLY GIRL.



THESE PLATFORMS MOVE AROUND THE ROOM IN A FIXED PATTERN. YOU NEED TO WORK OUT THE SEQUENCE TO TAKE TO REACH THE EXIT.



THESE HUGE MUSHROOM-HEADED BLOKES HOP AROUND THE ROOM MENACINGLY. I BET A DOLLY MIXTURE WOULD SORT THEM OUT!

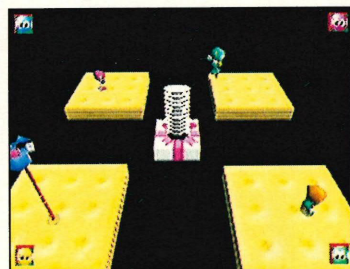


# VIST



HOW'S THIS FOR A HELPFUL CAMERA ANGLE - YOU NEED TO MAKE A PIN-POINT JUMP ONTO A MOVING PLATFORM DIRECTLY IN FRONT... NO CHANCE!

tongue and Goemon's chain weapon - used for whipping enemies and dragging the character across gaps - but the tongue is far more versatile than Goemon's chain, allowing the chameleon to trip enemies, grab things around corners and make super-jumps.



WEIRD STUFF GOES ON IN THE MULTI-PLAYER BATTLE GAME. WHIP PEOPLE WITH YOUR TONGUE - SOUNDS KINKY!

both have serious flaws. The worst of the two is probably the floating camera, which centres on the character and follows him around. The problem is that it will suddenly switch from one view to another without warning, and as the character's movement is dependent on the camera angle (ie, they will head away from the camera when you push up, so if the camera changes, so does their direction of movement) this often causes annoying falls or collisions. The other camera is primarily fixed, but this means that as you make your way across a room for example, the character gets smaller and smaller,



FRED TONGUES AN ANT. ERM... DOES ANYONE ELSE FIND THAT SENTENCE A LITTLE RISQUÉ, OR IS IT JUST ME?

complete all the stages to finish the game - you need only to complete the second or third stage to get onto the fourth and fifth stages, and then complete either the fourth or fifth to get onto the final one - and it becomes all too easy.

Fortunately, there is a multi-player battle option, which will greatly extend the life of the game. Using your tongue and various in-game objects, you must battle other chameleons in an attempt to knock them off a platform (which plays a lot better than it sounds, honest!)

Overall, *Chameleon Twist* is a nice variation on the 3-D platform theme, but one which just doesn't quite fulfil its potential. That said, it's still a very enjoyable 3-D adventure, with some cunning

puzzles and amusing enemies. Take into account the multi-player battle games, and you get a package which should keep you amused for quite a while. A word of warning though - if you're one of those people who really hates 3-D games involving lots of precision jumping across chasms, then avoid this. Otherwise, it's certainly worth a look.

**CHAMELEON TWIST WAS SUPPLIED BY THOSE FRIENDLY CHAPS AT THE JOYPAD. GET THEM ON (01202) 311611.**

R64

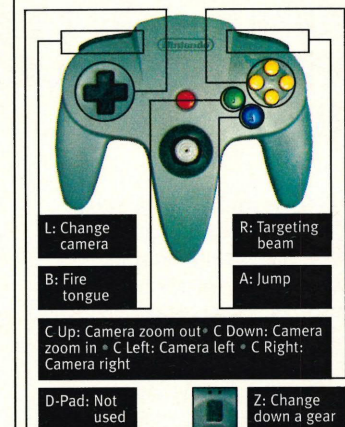
## 2nd opinion

ANOTHER SECOND-RATE 3-D PLATFORMER TRUDGES ALONG IN MARIO'S AS YET UNBEATEN FOOTSTEPS. CHAMELEON TWIST IS SMALL AND PERFECTLY DEFORMED, BEING BOTH EASY TO COMPLETE AND LACKING REPLAY VALUE. EVEN THE BATTLE GAME IS TOSH, BOUTS ONLY LASTING FOR A FEW FRANTIC SECONDS. IF YOU WANT LIZARDS, WAIT FOR YOSHI. **ANDY McDERMOTT**

Rating:



## 64 THE BOTTOM LINE magazine Controls



## Alternatives

*Bomberman 64*: Hudson Soft (£49.99)  
Reviewed: Issue 9, 85%  
*Ganbare Goemon*: Konami (import)  
Reviewed: Issue 5, 70%

## Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall

72%

### Soundbite:

QUIRKY, FUN 3-D PLATFORM ADVENTURE THAT SUFFERS FROM UNFORTUNATE VIEWING PROBLEMS.

## t and adds a new... er, 'twist'

On the face of it, this is a brilliant concept, wonderfully executed. The variety of enemies and the contrast to the various landscapes gives each land its own unique challenges, and is a recipe for a top-class platformer.

### BUT...

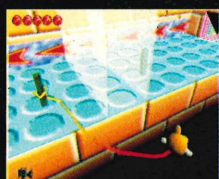
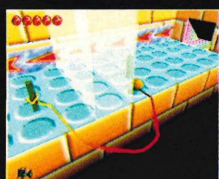
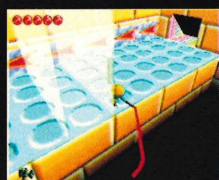
There are, however, a few niggling problems. The first, and possibly the worst, problem, is the camera. The angles used are a complete nightmare! Although there is a choice of two different camera methods, they

making it more and more difficult to line up the pin-point jumps.

All these problems serve to make the game more difficult. Conversely though, much of the game is far too easy. In practically no time at all, you'll find yourself racing through the game (the first boss will probably be found and defeated in under ten minutes) and it will only be the awful camera positions making jumps a lot more difficult than they should be that will give you any real trouble. Add to this the fact that you don't have to

## Tongue Tricks

CHAMELEONS MUST BE REALLY POPULAR AT PARTIES WITH A TONGUE LIKE THIS! IN *CHAMELEON TWIST* THOUGH, BESIDES BEING A LOVE-AID, IT'S A HIGHLY VERSATILE IMPLEMENT. USE IT TO ATTACK, TO JUMP AND MOST IMPRESSIVELY, TO MOVE AROUND OTHERWISE INSURMOUNTABLE OBSTACLES. TAKE A LOOK AT THIS...





## Ninfo

Publisher: Gametek Game Type: Gameshow Release Date: Out now (import)  
Developer: Gametek Origin: USA Price: £64.99

**QUESTION:** What TV SHOW would make a really EXCITING N64 game?  
**Answer: WHEEL OF FORTUNE?**  
(Buzz! Wrong.)

62



**IF YOU'RE ONE OF THOSE** people who spends their Wednesday evenings

shouting things like "A bird in the hand!" and "King George, you witless morons!" then you're probably very strange. However if you do it whilst watching *Wheel Of Fortune* – previously hosted by the mildly annoying Nicky 'sacked from Radio 1' Campbell and of late taken over by

the extremely annoying Bradley 'devoid of charm and talent' Walsh – then it's understandable.

We've all done it at one time or another – shouted at the television whilst watching a gameshow where the contestants seem to have a combined IQ somewhere equivalent to a small tube of toothpaste. I know, in fairness, that it is a lot more difficult to answer questions when you're actually on the show in front of the cameras, as opposed to when you're munching your way through a microwave meal on the sofa at home. Still, it has to be said that *Wheel Of Fortune* contestants in particular do seem to be somewhat on the slow side, even compared to your average game show entrant (*Fifteen To One* notwithstanding – they're all mad geniuses).

You know the kind of thing. Host: "Okay Sue, it's a three letter word, you know the first letter is D and the last G. The clue is 'Wags its tail and barks'. Now can you solve it?" Contestant: "Okay Bradley, um... is it... um... is it... is it a cow?" Host: "Ooh, ever so close Sue! The answer we were looking for

## Memory Options



**MEMORY:**  
N/A  
**CONTROLLER PAK:**  
N/A



## \$64,000 Question

- THE N64'S FIRST FMV
- EXTREMELY SIMPLISTIC GRAPHICS
- BY NO MEANS A STRETCH OF THE N64'S CAPABILITIES
- IT'S *WHEEL OF FORTUNE*
- NO JENNY POWELL!



THE WOMAN IN THE BOX IS VANNA WHITE. AND RATHER SPOOKILY – 50'S THE WOMAN STANDING TO THE LEFT OF THE BOARD! Wow, good trick that!

# WHEEL OF FORTUNE

was 'Dog', but that was a great guess! Don't go away, we'll be right back!"

## I'LL HAVE A P PLEASE BOB

I admit, when I heard that *Wheel Of Fortune* was being turned into an N64 game, I got quite excited, after all, who wouldn't want Jenny Powell, the stunning co-presenter and one redeeming feature of the show, chatting in Estuary English with them in the privacy of their own front room? Disappointingly though, *Wheel Of Fortune* the game is based on the American version of the show, and so instead of the gorgeous Jenny, we get the American female host, Vanna White.

And disappointment follows disappointment. Take the graphics for instance – never mind a Nintendo 64, they'd look more at home on a Commodore 64! Aside from a couple of short panning shots, the majority

faceless figures with no detail and less animation than the contestants on the TV show itself. If you've ever played *Lethal Enforcers* on the Sega Mega Drive, then you'll have some idea of what to expect.

The host herself, Vanna White, appears on screen from time to time in a box (as you do) and those sequences are a little more polished. FMV on the N64 – make the most of it! She also 'walks the board' when you select your letters, although the animation sequence is basically just her walking from one side of the screen to the other, while the letters magically turn by themselves.

The game, for those of you who don't already know, has two main parts; spinning the wheel, and trying to solve a word puzzle. When you spin the wheel, different segments with values representing amounts in dollars flash past your pointer, along with various bonuses and hazards

## If you don't like word puzz

of this game is fairly flat, as if filmed with a static camera, which is visually fairly unexciting.

The contestants themselves are particularly awful. They have apparently been digitised, but then someone seems to have knocked the scanner out of focus, so they become

such as free spin tokens, miss a turn and bankrupt segments. Once a value stops on your pointer (assuming it's not one of the hazards) you then have to guess a letter for the puzzle, in much the same way as if you were playing hangman. If the letter is present in the puzzle, you get the



APPARENTLY THE AMERICAN VERSION OF *WHEEL OF FORTUNE* IS FILMED ON LOCATION AT THE NORTH POLE... WEIRD!



DOESN'T THE WHEEL JUST LOOK SOOOO REALISTIC? THE DEPTH, THE TEXTURE, THE COMPLETE LACK OF ANY OF IT!



# OF NE

money marked by your pointer. If more than one of that letter is in the puzzle, you get the amount by the pointer multiplied by however many times the letter occurs. You then get a chance to either spin the wheel again, or to try and solve the puzzle.

## PLAY IT AGAIN UNCLE SAM

I have to say that despite its simplicity (or perhaps because of it), I did find *Wheel Of Fortune* a lot of fun, particularly when playing against two human competitors. However, I've always liked word puzzles, and since that's what the game is about, if you don't like word puzzles then you won't like this.

I know that in America there are people who are obsessed with *Wheel Of Fortune*, who never miss a show, and who pride themselves on always getting the puzzles before the TV contestants, and I dare say there may

## Language Problems

I DON'T CARE WHAT ANYONE SAYS, THE AMERICANS SPEAK A DIFFERENT LANGUAGE TO US - AND THEY SPELL IT DIFFERENTLY TOO. TAKE THE FOLLOWING EXAMPLE...

THE SPELLING OF 'FIBRE' HERE IS THE US VERSION (IE, 'FIBER'). NOW WHILE THAT MAY NOT SEEM MUCH OF A PROBLEM, WE HAD THE F AND THE E, WE KNEW IT WAS 'SOMETHING CEREAL', BUT WE DIDN'T THINK IT WAS FIBRE BECAUSE THE ENGLISH SPELLING DIDN'T FIT!

THE AMERICANS ALSO SEEM TO STATE EVERYTHING A LOT MORE LITERALLY THAN WE DO, FOR EXAMPLE WE WERE GIVEN 'LANDMARK' AS THE CLUE. WE KNEW THE

be people who are the same over here. There's a word for you - it begins with 'S' and ends in 'D', and means 'the opposite of happy'. If you are one of those people, then you'll probably love this game. If you're not... well, it's a word puzzle game.

All in all, considering the import price, this game is only really value for money if you're a *Wheel Of Fortune* fanatic. Otherwise your money would be better spent getting a game that really utilises the N64's capabilities, and if you just fancy a word puzzle, then pop down to WH Smiths and get a whole book of them for about a quid.

**WHEEL OF FORTUNE WAS SUPPLIED BY TORC. GET THEM ON 0181 893 2100.**



ANSWER SHOULD BE 'THE GANGES RIVER', BUT THE FIRST WORD HAD TOO MANY LETTERS TO BE 'THE'. IT TURNED OUT THAT THE FIRST WORD WAS 'INDIA'S', MAKING THE WHOLE ANSWER: 'INDIA'S GANGES RIVER'. WOULD YOU HAVE THOUGHT OF THAT? IT'S LIKE SAYING 'LONDON'S TOWER BRIDGE'! I MEAN, YOU'D JUST SAY 'TOWER BRIDGE', WOULDN'T YOU? (WELL, WE WOULD ANYWAY!)



"MONEY MONEY MONEY, MUST BE FUNNY, IN A RICH MAN'S WORLD." OF COURSE, YOU DON'T REALLY WIN ANY MONEY - MORE'S THE PITY!



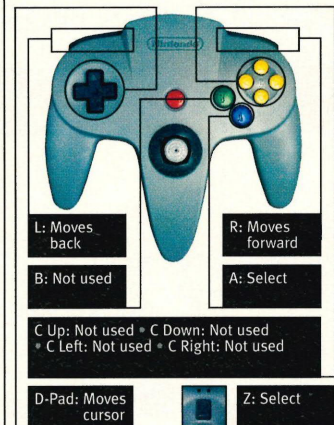
IN THE JACKPOT ROUND, LAND ON THE JACKPOT SEGMENT FOR THE AMOUNT SHOWN IN THE JACKPOT WINDOW. COR, WOW, EXCITING, HUH?



ONE OF THE MORE DIFFICULT PUZZLES - THE FIRST PART MAKES ONE NAME OR PHRASE AND THE SECOND PART ANOTHER. WHO'S DOLLEY MADISON THOUGH?

## 64 THE BOTTOM LINE magazine

### Controls



### Alternatives

*Tetrisphere*: Nintendo (£39.99)  
Reviewed: Issue 10, 75%  
*Jeopardy!*: Coming soon from Take 2.  
Expect much the same kind of 'fun'.

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall

# 45%

### Soundbite:

A MILDLY FUN WORD PUZZLE GAME, BUT WAS IT REALLY WORTH CONVERTING IT?

## 2nd opinion

GAMESHOW SIMULATIONS JUST DON'T WORK ON CONSOLE. NEVER MIND THE PATHETIC USE OF THE N64'S CAPABILITIES, THERE'S LITTLE THRILL IN WINNING IMAGINARY DOLLARS. EVEN VANNA WHITE LOOKS MORE LIKE A LITTLE OLD LADY WHEN SHE'S TURNING THE LETTERS. ONLY FUN FOR A FEW GOES, THIS IS LIABLE TO GIVE YOU IRRITABLE VOWEL SYNDROME. **PHIL KING**

### Rating:





**REVIEWED** back in issue 1, this game was – to put it bluntly – **RUBBISH**. As the PAL conversion finally arrives, we ask if it was **WORTH** it?

# CRUIS

Ninfo



Publisher:  
Developer:

THE Games  
Williams

Game Type:  
First Reviewed:

Racing game  
Issue 1 (USA)

Release Date:  
Price:

February 20  
£34.99

64

## Memory Options

**MEMORY:**  
SIX STORAGE  
SLOTS ON CART  
**CONTROLLER PAK:**  
NONE



## PAL Performance

- HOW DOES THE UK VERSION COMPARE IN TERMS OF SPEED TO THE IMPORT CART?
- BORDERS: SMALL
- SPEED: NO REAL NOTICEABLE DIFFERENCE TO US VERSION



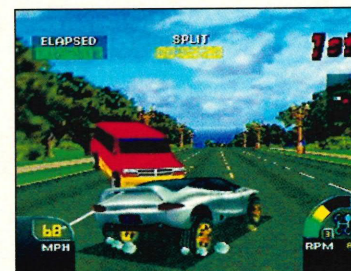
**AT FIRST GLANCE, THIS GAME** is very reminiscent of *San Francisco Rush*, with the same bright colours and somewhat cartoonish graphics. This isn't surprising really, considering they're both supposedly faithful conversions of arcade coin-ops. As soon as you play *Cruis'n USA* though, you'll notice the difference immediately. Notably, *SF Rush* is quite challenging and a lot of fun... *Cruis'n USA* isn't.

Choosing (initially) from four different cars, the camera pans around your choice as you accelerate out of the parking garage to join the other cars waiting at the start line. A bikini-clad beauty pops out, waves her flag, and before you can say "Aren't you a bit cold wearing that outfit?" you're off.

## CRUIS'N FOR A BRUIS'N

Everything seems fine to begin with, as the cars all burn off down the track jostling for position and you settle down to pick your way past your opponents... which will take you about five seconds (if that). Once in front, all you've got to do is stay on the track – no real problem as the cars are surprisingly responsive – whilst avoiding the oncoming traffic and any slower traffic going the same way as you.

You should find that you breeze through the stage – or even cruise through, if you will. The problems occur when you hit things. Collide with a truck and your car spins around, flips over and lands on its wheels facing up the road. Drive on, hit another car, do the same, and the



**BLOODY MINI-VANS! THEY GET EVERYWHERE, AND THEY'RE ALWAYS IN THE WAY! THEY SHOULD BE BANNED, ALONG WITH VOLVOS.**

spinning annoyingly. Most annoying is when you hit something fairly slowly, as the car still spins, and your vehicle and the other will usually end up facing each other, crash again, spin again, land facing each other, crash

***SF Rush* is quite challenging and a lot of fun... *Cruis'n***

## Let's Hear It For The Girl!

ONE ATTRACTION OF ARCADE RACING GAMES FOR ME WHEN I WAS YOUNG WAS ALWAYS THE ATTRACTIVE GIRLS THAT POPPED UP AT THE START OR FINISH – USUALLY AS A BLURRY UNREALISTIC SPRITE ADMITTEDLY, BUT THEN I LED A SHELTERED CHILDHOOD. SO I WAS DELIGHTED TO SEE THAT POLITICAL CORRECTNESS HAS GONE OUT OF THE WINDOW FOR *CRUIS'N USA* AND THE GIRLS ARE BACK! WELL, ONE GIRL IS AT LEAST.



HER FIRST APPEARANCE IS AT THE START WHEN SHE POPS UP WAVING A STARTING FLAG DRESSED IN A TASTEFUL RED BIKINI, AND IF YOU MANAGE TO FINISH THE RACE IN FIRST PLACE – SHE'S BACK, THIS TIME IN T-SHIRT AND MINISKIRT, TO PRESENT YOU WITH YOUR TROPHY. WELL... SHE SHOULD PRESENT YOU WITH YOUR TROPHY, BUT WHAT SHE ACTUALLY DOES IS JIGGLE UP AND DOWN MOST DISTURBINGLY IN A LOOPED THREE-FRAME ANIMATION. IT'S THE HIGHLIGHT OF THE GAME, HOWEVER! (FOR ME ANYWAY.)



same thing happens. In fact, there only seems to be one animation for collisions, the car behaves the same way every time you hit anything –

again, and so on. This can be infuriating, happens all too often, and is about the only thing which will stop you winning the race.



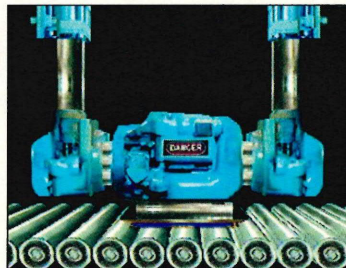
ON THIS STAGE GIANT REDWOOD TREES LINE THE TRACK. YOU CAN MOUNT THE BANK AND RACE THROUGH THEM – LITERALLY THROUGH THEM, AS THEY SEEM TO HAVE NO MASS.



# 'N USA



GET A TOP SCORE, AND YOU GET TO ENTER YOUR NAME ON A LICENCE PLATE (THAT'S WHAT THE AMERICANS CALL NUMBER PLATES). WHEN YOU'RE DONE, AN AUTOMATED PRESS STAMPS YOUR PLATE AND MOUNTS IT IN THE HALL OF FAME – WOW!



## BOGUS BONUSES

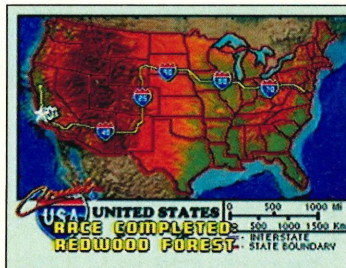
As you progress through the stages (they must be played in sequence to 'open' them for single races) you'll gain various bonus vehicles which you can then drive in addition to the initial four cars. These include buses and police cruisers, but they aren't really any more fun to drive than the original vehicles.

*Cruis'n USA* is completely lacking in anything

**USA isn't**

interesting whatsoever. All you do is

drive down a road and try to avoid hitting things. While you might think that this is about what you'd expect in a racing game anyway, there's no excitement to it. Crashing into things is just annoying instead of damaging, and half the trackside obstacles can just be passed through as if they're made from styrofoam! The cars in the game don't



THE RACE MAP. IT SHOWS YOU WHERE YOU'VE STILL GOT TO GO. AND IT'S A PRETTY COLOUR TOO.

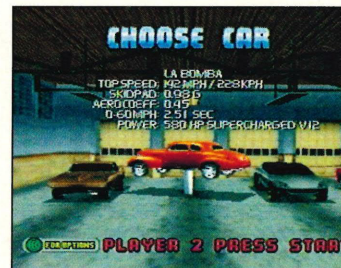
handle anything remotely like real cars. Playing Scalextric would be closer to reality!

The problems with this game, in terms of graphics and gameplay, have not changed, and whereas *SF Rush* had a whole extra element added to it in the form of hidden keys and secret stunt tracks, *Cruis'n USA* just hasn't got what's needed to keep you going back for more.

## 2nd opinion

MARTY! TIME TRAVEL IS POSSIBLE! PLAYING *CRUIS'N USA* IS LIKE GOING BACK TO THE DAYS OF *OUTRUN*, BUT WITHOUT THE FUN. I'M SURPRISED THAT THIS OLD CLUNKER HAS BEEN HAULED OUT AT SUCH A LATE STAGE, AS IT'S TOTALLY OUTCLASSED BY EVEN *MULTI RACING CHAMPIONSHIP*. IT'S JUST A SHELF FILLER – THOUGH DON'T LET IT BE ONE AT YOUR HOUSE! **ANDY McDERMOTT**

## Rating:



IN THE GARAGE A MYSTERIOUS FORCE LEVITATES EACH CAR FROM THE GROUND AS YOU BROWSE THROUGH THEM. PRESUMABLY THEY DON'T HAVE JACKS IN AMERICA.

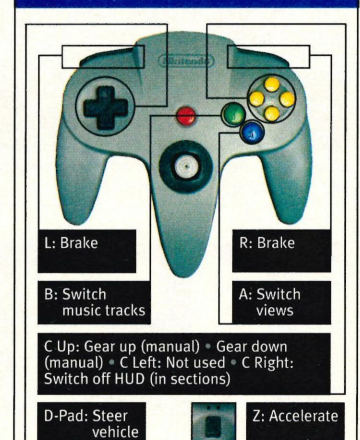
The only thing *Cruis'n USA* has to recommend it is the fairly low price (comparable to other N64 titles), but as Graeme said when he reviewed this in issue one, it's really not worth £5, let alone £35!



THIS IS WHAT HAPPENS WHEN YOU COLLIDE HEAD ON WITH A JEEP. NO SPARKS, NO DAMAGE, JUST JUMPING VEHICLES. REALISTIC OR WHAT?



AND YOU'VE FINISHED... SECOND. OH. THAT MEANS YOU DON'T GET A TROPHY, DON'T GET A JIGGLING GIRL, DON'T GET ANYTHING IN FACT. DAMN.



## Alternatives

*San Francisco Rush*: Midway (import)  
Reviewed: Issue 9, 75%  
*Lamborghini: THE Games* (£54.99)  
Reviewed: Issue 8, 80%

## Rating Graphics



## Audio



## Gameplay



## Lasting Challenge



## Overall

25%

## Soundbite:

DATED DROSS – IT'S A MYSTERY WHY ANYONE WOULD BOTHER TO HAUL IT OUT AFTER ALL THIS TIME!





IN THE TWO-PLAYER GAME, YOU HAVE A CHOICE OF ROBOTS. NOT THAT IT MAKES A LOT OF DIFFERENCE.



TO CREATE LARGE BONUS-GRABBING GROUPS OF BLOCKS, YOU CAN DRAG PIECES INTO NEW POSITIONS.



SO THAT'S WHERE I LEFT MY LIGHTER! HIT THE CORE WHERE THE ROBOT IS TRAPPED AND, ER, LIGHT COMES OUT.

# TETRISPHERE

Ninfo



Publisher:  
Developer:

Nintendo  
H2o

Game Type:  
First Reviewed:

Puzzle  
Issue 5 (US)

Release Date:  
Price:

February 27  
£39.99

Spinning **SPHERES** and techno music – it's either a **CLUB** on Wednesday night or a new **GAME** from Nintendo!

## PAL Performance

● HOW DOES THE UK VERSION COMPARE IN TERMS OF SPEED TO THE IMPORT CART?  
**BORDERS:** MODERATE  
**SPEED:** SLIGHTLY DOWN, BUT DOESN'T AFFECT THE GAME.



**IT'S NOT OFTEN YOU GET A** game that you can actually say is a load of balls. Apart from *Clayfighter*, anyway. But *Tetrisphere* has more balls than an SAS platoon – your mission is to blow holes in them!

*Tetrisphere* is an updated version of the classic puzzle game *Tetris*, where you have to clear a screen of falling blocks in different shapes by arranging them into lines. If that sounds easy enough, then you should probably know that apart from involving blocks of different shapes,

*Tetrisphere* is almost totally different from *Tetris*. It makes you wonder why they even bothered giving it the same name, aside from the obvious reason of cashing in.

You even get a plot, sort of, in the 'Rescue' game. A gang of robots who look like left-overs from *Terrahawks* are trapped in the core of the spheres, and you have to help them break out. You do this by rotating the sphere with the d-pad so that when you drop a brick, it lands next to a group of the same kind. When you form a group it disappears, gradually eroding the surface of the sphere to reveal the different layers underneath. Once you get through to the core, you just need to create a hole big enough for the robot to fit through to complete the level. And there was much rejoicing. Yay.

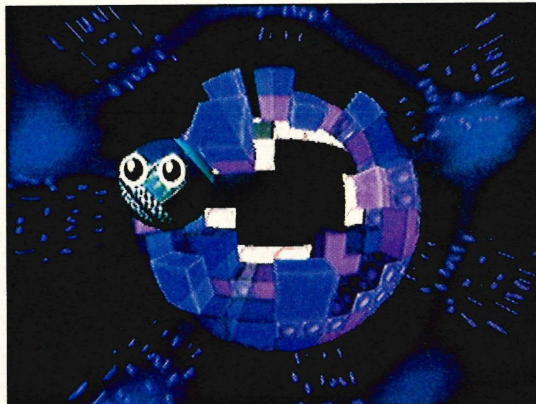
## More balls th

Doing this is a lot harder than it sounds, because it's so different to any other puzzle game. Just having the action take place on a rotating sphere is pretty confusing to start with, but the way that blocks are disposed of isn't all that intuitive at first. It gets easier with practice, and the game has tried to help out by putting up a flashing cursor when you can drop a block without losing one of your three lives. It's still not something you can spot at a glance though.

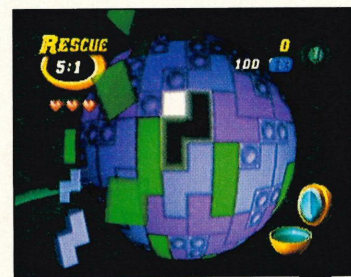
Things are made harder by a stiff time limit. As it ticks down, the sphere moves closer and closer to you, making your attempts to find a safe spot to drop your current brick even more frenzied and desperate. When the sphere reaches you, you lose yet another life.



EARN BONUS WEAPONS BY WASTING LARGE GROUPS ON DIFFERENT LAYERS, AND DESTRUCTIVE POWER CAN BE YOURS!



OH LOOK, IT'S A BASKETBALL WITH CUTESY EYES. DID NINTENDO HAVE SOME SAY IN THE MAKING OF THIS GAME, PERCHANCE?



ON LATER LEVELS, YOU ONLY GET A FEW SECONDS TO DROP YOUR BLOCKS.





TROUBLE FOR PLAYER TWO AS PLAYER ONE PREPARES TO BLOW UP A NUCLEAR BOMB!

If this all sounds a bit difficult, you can earn yourself special weapons like rockets, lasers and atom bombs. These are obtained by setting up large groups (blocks already on the surface can be dragged into new positions if you're quick enough) and by creating a new group before the chain reaction started by the last one has finished. The weapons vary in power, but they all cause major property damage to the shell of the sphere, making your robot recovery a lot easier.



A ROCKET TAKES OUT HALF THE TOP LAYER OF THE SPHERE.

obviously it's a lot more fun if you take on a real person and laugh madly as you crush them into the dirt! The screen is split in two down the middle, and as you dispose of groups on your side, their blackened remains drop onto the other player's sphere, getting in his way and bringing the top layer of

the sphere closer to him. It's quite a good laugh, but unless your opponent has got as much experience of the game as you it can be a totally one-sided match! Because it takes a while to get the hang of *Tetrisphere*, novice players are going to wind up trying to stab veteran opponents in the back of the skull with their pointy joypad.

*Tetrisphere's* British release is actually pretty good value, because it's one of the first new (ish) games to come out at a decent price. Forty quid might not be impulse purchase stuff, but considering how expensive it was on import it's a hell of a sight more affordable than it could have been. It's

not a bad game to play either. It's not something that you're going to be completely glued to for six weeks without a break, but it's the kind of game that you can keep coming back to for a quick bash whenever you've got a bit of time to kill. Just like the original *Tetris*, which is a recommendation in itself!

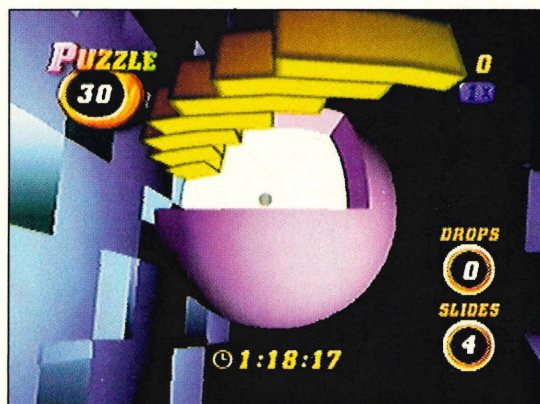


## an an SAS platoon!

### MASH YOUR BRAINS

There are several other game types as well as *Rescue*. The most tricky is the *Puzzle* game, which sets up blocks in a specific pattern, and gives you a limited number of drops and drags to dispose of them all. This is real brain-mashing stuff once it gets to the harder levels! Some of them look impossible at first, but after some hard thinking and a bit of trial and error you'll smack your forehead in disbelief that you didn't see the solution earlier.

Another entertaining mode is the two-player game. You can play this against the N64 if you want, but



PUZZLES CAN BE QUITE DIFFICULT. YOU'VE GOT TO DISPOSE OF THIS STAIRCASE IN JUST FOUR MOVES - CAN YOU FIGURE OUT HOW?



ALWAYS REMEMBER TO FOLLOW THE FIREWORKS CODE, AND NEVER THROW BANGERS AT PEOPLE LIKE WE USED TO DO.

## 2nd opinion

AAGH! I HATE THIS GAME! IT IS FAR TOO ADDICTIVE! I CAN SEE MYSELF PLAYING IT WELL INTO THE NIGHT, EVERY NIGHT, FORGETTING TO EAT, NEVER SLEEPING, FORGETTING TO WASH AND ULTIMATELY WASTING AWAY IN A HEAP ON THE FLOOR IN MY FRONT ROOM. ASIDE FROM THAT THOUGH, THIS IS GREAT! FIENDISHLY ADDICTIVE AND SHOULD KEEP YOU GOING FOR MONTHS! ROY KIMBER

### Rating:



### Controls



### Alternatives

*Puyo Puyo Sun*: Compile (import)  
Reviewed: Issue 8, 87%  
*Blast Corps* (sorta): Nintendo, £59.99  
Reviewed: Issue 3, 82%

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall

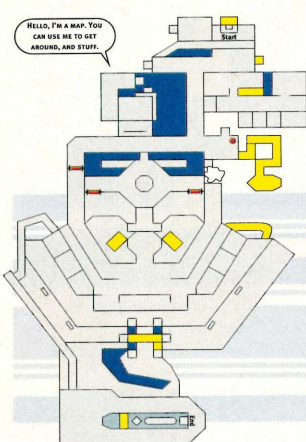


Soundbite:  
A BLOCK-ROCKIN' BEAT OF A SUCCESSOR TO *TETRIS*!

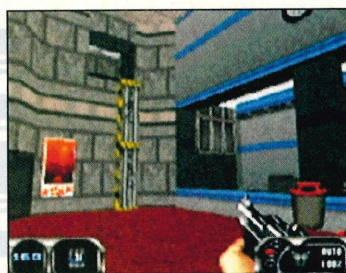


68

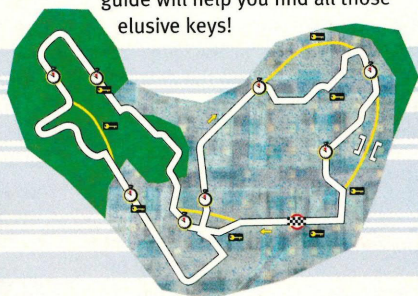
Cheats never **PROSPER**, apparently – it was certainly true of the **BLOKE** from Martin Scorsese's *Casino* who got his fingers **SMASHED** by a hammer. But in videogames, the **PROGRAMMERS** aren't going to come around to your house and do you **OVER** if you wangle infinite energy, so go **AHEAD!**



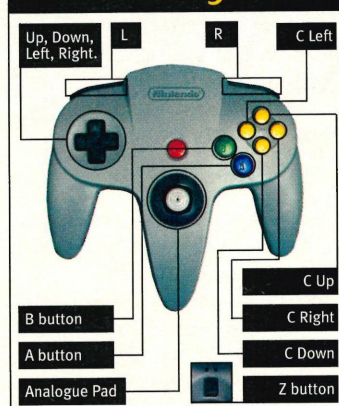
**74 DUKE NUKEM 64**  
Hail to the king, baby! The man who made the flat-top fashionable again is here to clean up the town – you can help him with the aid of our maps!



**86 SAN FRANCISCO RUSH**  
Getting lost all the time? Need an A To Z? Look no further – 64 MAGAZINE's guide will help you find all those elusive keys!



## Pad at a glance



## Wayne Gretzky's 3-D Hockey '98

THE 1998 RESPRAY OF GRETZKY HAS A FEW LIL' CHEATS TUCKED AWAY IN IT.

### OLD TEAMS

To play with some older teams, hold down L on the Options screen and (without releasing L) enter the following code: C Right, C Left, C Left, C Right, C Left, C Left, C Right, C Left, C Left.

### DEBUG MODE

Teach yourself programming! Or not. You can play with the appearance of the hockey players using a 16-bit register.

Modify the first six bits of the register by using the following button combinations.

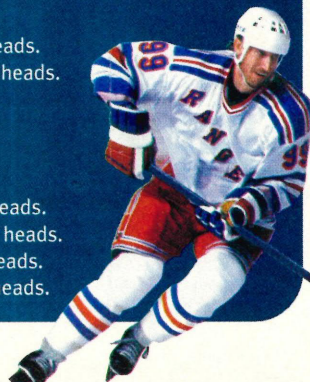
C Down + R – alters bits 1 and 2

C Left + R – alters bits 3 and 4

C Up + R – alters bits 5 and 6

### REGISTER EFFECT

100000	Gives you wide players.
010000	Gives you wide players with big heads.
110000	Gives you wide players with small heads.
001000	Gives you small players.
000100	Gives you tall players.
000010	Gives you small players.
000001	Gives you thin players.
110110	Gives you tall players with small heads.
010010	Gives you small players with large heads.
010101	Gives you tall players with large heads.
010001	Gives you thin players with large heads.



## Chameleon Twist

If you're running low on health in Ocean's weird 3D platform adventure, then follow these simple steps to gain infinite health!

1. Save the game to one of the data slots.
2. Exit the game.
3. Load the game, *et voila*, you'll once again have full energy.



## Automobili Lamborghini

NOT SO MUCH CHEATS AS TIPS, BUT YOU'VE SOMETIMES GOT TO DO SOME OF THE WORK YOURSELF!

### MIRROR TRACKS

To access the reversed tracks, finish the championship mode on both Novice and Expert difficulty.

### HIDDEN CARS

**BUGATTI EB110** – FINISH CHAMPIONSHIP MODE ON NOVICE.

**FERRARI F50** – FINISH CHAMPIONSHIP MODE ON EXPERT.

**FERRARI TESTAROSA** – FINISH THE BASIC ARCADE MODE ON NOVICE.

**PORSCHE 959** – FINISH THE BASIC ARCADE MODE ON EXPERT.

**VECTOR** – FINISH THE PRO ARCADE MODE ON NOVICE.

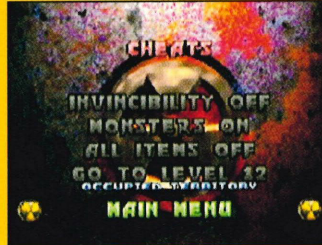
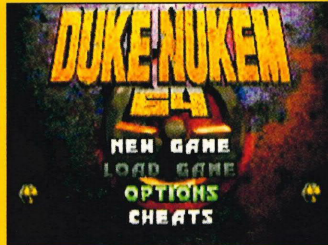
**DODGE VIPER** – FINISH THE PRO ARCADE MODE ON EXPERT.





## Duke Nukem 64

The ultimate in pointlessness – the PAL version of *Duke* has a code to access the cheats menu. However, nobody's yet found any way to activate the codes included in it! We asked GT Interactive about this, and they said the UK version doesn't actually contain any cheats at all. Still, if you fancy pushing combinations of buttons for hours in the hope of unlocking a cheat by chance, enter the following code on the main select screen: Left, Down, L, L, Up, Right, Left, Up.



## Extreme G

HERE ARE A COUPLE OF EXTRA CODES FOR ACCLAIM'S HIGH-SPEED, HIGH-TECH RACER. ENTER THEM ON THE PLAYER NAME SELECT SCREEN FOR SOME ADDITIONAL FUN.

### FERGUS MODE

Enter **FERGUS** in the shoot-'em-up mode to replace all the drones with the bouncing, grinning head of Probe Software boss Fergus McGovern!

### QUIT WHILE YOU'RE AHEAD

If you can't be bothered to run a whole race, enter **RA50** as your name. During a race, if you quit you'll be awarded points based on your position at the time.



## Mortal Kombat Mythologies: Sub-Zero

Oops! Due to an unfortunate misprint in the last issue, the following codes probably will not have worked.

### FULL URNS

Was printed as **NXCVSR** – but should have been **NXCVSZ**.



### VIEW CREDITS

Was printed as **GRVDTS** – but should have been **CRVDTS**.

The offending writer has had his heart ripped out. In an attempt to make amends (grovel, grovel) here are some more cheats for those of you too rubbish to reach the end of the game.

### SKIP TO QUAN CHI

As Sub-Zero dies before a checkpoint, hold down A.

### SKIP TO SHINNOK

As Sub-Zero dies before a checkpoint, hold down B.

### BEATING SHINNOK

Shinnok has an impenetrable shield that works even if he's frozen, but he can be defeated. As he fires a blast at you his shield will drop for a second, at which point you need to throw an ice blast. If you've got the timing right, he'll be frozen, but you still can't reach him. Instead, freeze him again, and run back to the teleporter, which will take you to the teleporter behind Shinnok. Quickly run up to him, as his shield only functions

from the front, and press A to grab Shinnok's medallion. If you're successful, Shinnok will transform into a monster and Rayden's portal will appear. Jump through the portal to meet Rayden and Shang Tsung.

### COMBOS

- 3 Hit – requires 18 experience pts:  
HK, HK, Back + HK
- 6 Hit – requires 36 experience pts:  
HP, HP, LP, LK, HK, Back + HK

### SPECIAL MOVES

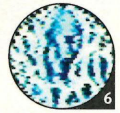
1. Ice Blast: Down, Forward, LP



2. Slide: BL + LP + LK + Back
3. Directional Ice Blast  
Upwards: Down, Forward, HK  
Downwards: Down, Back, LK
4. Air Ice Blast: Jump, then Down, Forward, LP
5. Ice Clone: Down, Back, LP
6. Ice Shatter: Freeze twice, then Uppercut or Roundhouse Kick
7. Super Slide: BL, LP, HP, Back
8. Freeze On Contact: Down, Forward, Forward, HP
9. Polar Blast: Forward, Back, Back, HP

### FATALITY

Spine Rip: Forward, Down, Forward, HP  
You need to be one step away to accomplish this move.







## San Francisco Rush

IF YOU'RE FOLLOWING OUR GUIDE AND TRYING TO FIND ALL THE KEYS ON THIS AIRBORNE RACE GAME, THE FOLLOWING CHEATS MIGHT COME IN USEFUL:

### AUTO ABORT DISABLE

Enter the setup screen and press C Up four times. This will disable the feature that lifts you up and moves you along the track if you stay in one place for too long. Ideal when you're trying to line up for those tricky jumps.

### CHANGE GRAVITY

Enter the setup screen and hold down the Z button. Press Up and then Down on the control pad. Release Z, and press Up, Down, Up, Down. This will adjust

the weight of your car, making it first heavier, then lighter if you do the code again. Useful if you're trying to jump high but can't quite get enough speed.

### DISABLE CAR COLLISIONS

On the setup screen, press left on the D-pad, then hold Right, press C Right, and release both. Then press C Up, C Left, C Down, Z. This will prevent you from crashing into any of the other vehicles on the track, including the buses.

### INSTANT RESURRECTION

On the setup screen, hold the Z button and C Left, then press C Right, and release the C buttons. Then (while still holding Z) hold C Right and press C Left, and release. This code will attempt to resurrect you at the position you died, rather than whisking you back onto the normal track.

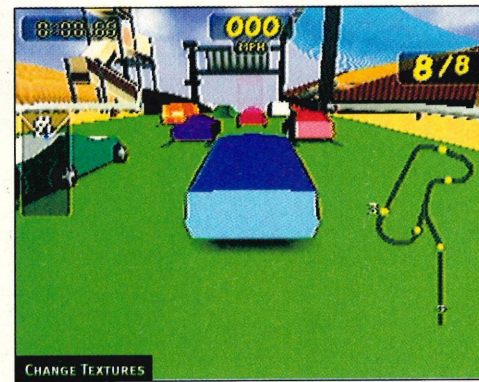
### INFINITE TIME

On the setup screen, hold the Z button and C Down, then press C Up, and release the C buttons. Then (while still holding Z) hold C Up and press C Down, then release. This will give you infinite time which is extremely useful when hunting for keys.



### CHANGE TEXTURES

Experience the excitement of playing a game on the Sega 32X with this code! On the setup screen, hold down C Right and press L, then release them both and press Z. What wild craziness will those Midway programmers think of next?



## John Madden 64

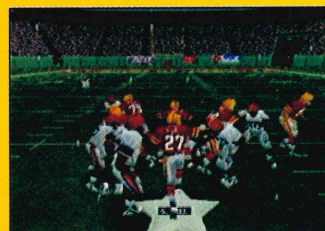
MORE GRIDIRON AMUSEMENT FOR THE FOLLOWERS OF MR SYRUP!

### EA STADIUM

If you want to play at a hidden stadium, enter **SAN MATEO** on the Create Player screen. You'll now be able to play at Electronic Arts's own special ground!

### EXTRA TEAMS

Again on the Create Player screen, enter the following names to access hidden teams.



**SIXTIES** - Players from the 1960s.  
**SEVENTIES** - Players from the 1970s.  
**EIGHTIES** - You'll never guess.

## Bomberman 64 (US)

ON THE GAME SELECTION SCREEN, REPEATEDLY PRESS THE START BUTTON QUICKLY UNTIL A CHIME SOUNDS. ALTERNATIVELY IF YOUR CONTROLLER HAS GOT A SLOW-MO BUTTON THEN USE IT INSTEAD. NEXT, SELECT BATTLE MODE AND YOU SHOULD FIND THAT FOUR NEW BATTLE LEVELS HAVE BEEN ENABLED.

## DATL ACTION REPLAY CODES

NO NEW DATL CODES THIS ISSUE, UNFORTUNATELY - THE BOYS FROM STONE HAVE BEEN OFF ON THEIR CHRISTMAS HOLS! THERE'LL BE MORE NEW GAME-BUSTING CHEATS NEXT ISSUE THOUGH, SO DON'T GET TOO DESPONDENT!





# SKILL

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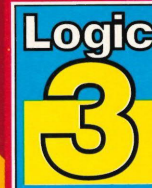




# 64 SCOREZONE

magazine

IN ASSOCIATION WITH



Do YOU have what it TAKES to beat the BEST?



**WELCOME TO THE THIRD INSTALMENT OF 64 SCOREZONE** – the first one to feature any scores!

As promised, one brave competitor has been selected to hold the title of this month's Ultimate Player. We would like to make clear that this decision was in no way influenced by the fact that the gamer in question had recorded his scores on a tape, the latter part of which contained some extremely risqué footage from a German satellite channel – shame on him! **JASON WHEATLEY** of Shildon in County Durham wins thanks to his overall score on Starfox of 1668 and excellent level times on *Goldeneye* and *Diddy Kong Racing*. You too could win the award of Ultimate Player – send us your scores!

## Enter The Zone

THE FIRST THING TO DO IS TO GET WHAT YOU THINK IS AN amazing time or score, obviously. But keep your fingers off that joypad – if you then either take a quick snap of the screen or hurriedly slam a video into your VCR to get concrete evidence of your triumph, you're in a position to enter the 64 ScoreZone!

Send your proof to **64 ScoreZone**, 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth BH1 2JS, and our team of ScoreZone minions (Roy) will cast a cynical eye over it. If it passes the test of authenticity, and it's a good enough result, you'll be assured of your place in history! Don't forget to say whether you're using a British (PAL) or foreign (NTSC) machine – suspiciously fast times are less likely to be accepted...

Remember to put your name and address on anything you send to us (if your photo and letter get separated, you're doomed to an eternity in limbo), and if you want them back, make sure you include an SAE.

## Focus That Camera!

I APPRECIATE THAT NOT EVERYONE WILL BE ABLE to record their gaming efforts on video, however taking a photograph to illustrate your score should not be a problem, should it? Apparently, yes, it is. For anyone having camera problems, here's an easy-to-follow photography guide to snapping those screenshots.

1. PUT FILM IN YOUR CAMERA [GEE, THANKS ROY! – Ed].
2. MAKE SURE THE CAMERA IS CENTRED ON THE SCREEN – NO MATTER HOW NICE YOUR WALLPAPER IS, WE'D RATHER SEE THE GAME INFORMATION.
3. IF YOUR CAMERA HAS A SHUTTER CONTROL, SET IT TO GIVE AN EXPOSURE TIME OF A FEW SECONDS.
4. MAKE SURE THE CAMERA'S FLASH IS NOT SWITCHED ON.
5. TURN OFF ALL LIGHTS AND CLOSE THE CURTAINS.
6. TAKE YOUR PHOTO!

Don't worry if the shots are a *little* blurry, as long as they're readable. Before the advent of desktop publishing, this was how all games mags got their pictures!

## Extreme G

### CITY 1

2:31:78 WILLIAM MCMILLAN, AYRSHIRE

## Starfox/Lylat Wars

### OVERALL SCORE

1668 KILLS JASON WHEATLEY, SHILDON  
1545 KILLS ADRIAN STEAD, HULL  
807 KILLS DAVE FRYER, SEATON  
789 KILLS DANIEL WELLS, CAMBRIDGE

### CORNERIA

236 KILLS ADRIAN STEAD, HULL  
200 KILLS DANIEL WELLS, CAMBRIDGE

## Diddy Kong Racing

### ANCIENT LAKE

00:52:80 MARK BONNES, EAST KILBRIDE  
00:57:35 JASON WHEATLEY, SHILDON  
01:01:10 DAVID CHAMBERS, LONDON  
01:05:15 ANDY LEES, STOKE  
01:10:05 CAROLINE TURNER, SOUTHAMPTON

### JUNGLE FALLS

01:45:66 DAVID CHAMBERS, LONDON  
01:50:55 ANDY LEES, STOKE

## Wave Race

### SUNNY BEACH

1:33:572 WILLIAM MCMILLAN, AYRSHIRE

### SUNSET LAKE

1:50:825 WILLIAM MCMILLAN, AYRSHIRE

### DRAKE LAKE

1:57:760 WILLIAM MCMILLAN, AYRSHIRE

### GLACIER COAST

2:55:72 DANN HANKS, BIRMINGHAM

## Goldeneye

### BELOMORYE DAM

01:26 JASON WHEATLEY, SHILDON  
01:35 DANIEL HOCKHAM, FAREHAM  
01:40 DANIEL WELLS, CAMBRIDGE

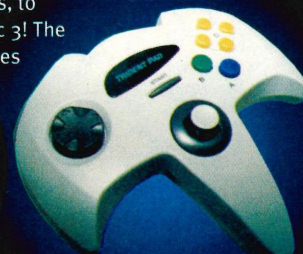
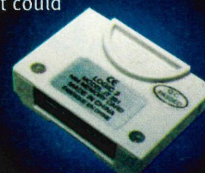


NOW THAT WE'VE GOT SOME SCORES, YOU CAN GET A BETTER IDEA OF WHAT WE'RE AFTER. GAMES WHERE YOU COMPLETE A LEVEL WITH EITHER A TIME OR A SCORE ARE THE BEST, BECAUSE OTHERS CAN THEN MEASURE THEMSELVES AGAINST YOU! THE ONES WE'VE LISTED HERE ARE GOOD TESTS OF SKILL, BUT FEEL FREE TO ENTER OTHERS.

## THE ULTIMATE PLAYER!

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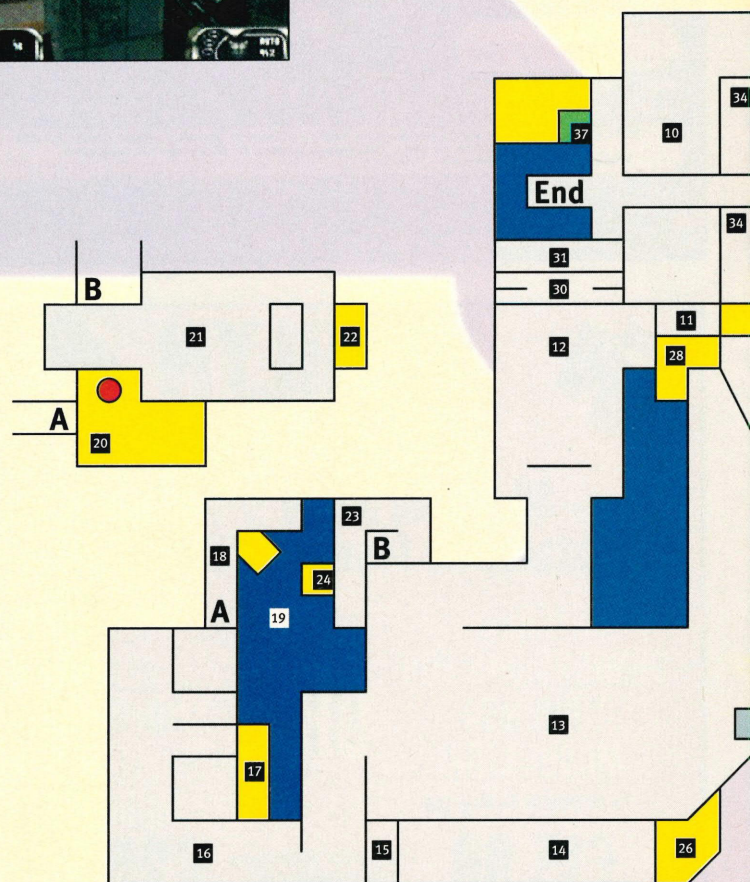
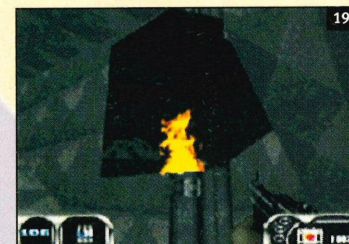


Groovy! There are aliens to **KILL** and babes to **RESCUE**, so let's not **DAWDLE**!

# DUKE NU

## HOLLYWOOD HOLOCAUST

- 1: Duke starts his adventure on top of a skyscraper. Walk around the crate to collect a Pistol Clip.
- 2: Shoot the oxygen canisters in the corner or the fan. You can now drop down to the floor below.
- 3: At the bottom of the chute, collect a Large Medkit and dispose of any aliens in the area. Walk across and use the large crate to jump up to the ledge.
- 4: Turn right and jump onto another ledge. In the middle of this ledge you can collect a Grenade Launcher.
- 5: Jump back to the first ledge and jump into the window above. Kill the aliens and collect the Grenades.
- 6: Open the discoloured panel on the right hand wall to uncover a Secret Place. Inside you can collect Vitamin X.
- 7: Exit the room through the opposite window, collecting the Atomic Health located to the far right of the ledge.
- 8: Inside the skip you can find a Pistol Clip.
- 9: Outside the Cinema is another Pistol Clip.
- 10: Walk around the building to the back and go through the double doors. You will discover a Medkit in the corner.
- 11: Walk up the stairs and arm yourself before opening the next door.
- 12: There are several aliens for you to kill in this next area. Once the coast is clear there are three Pistol Clips, a Medkit and some Armour for you to collect.
- 13: Follow the corridor to the Cinema Lobby.
- 14: Jump over the counter for a Pistol Clip and two Small Medkits. The till switch opens a Secret Room located to the right.
- 15: Enter the small room at the end of the counter. Kill the alien and collect the Medkit and Shotgun.
- 16: Now make your way into the toilets. Kill the aliens and collect some Shotgun
- Shells. Enter the cubicle and jump up to the right.
- 17: Behind the corner is another Secret Place containing a Portable Medkit.
- 18: Shoot the vent opposite and then fire a grenade into the shaft.
- 19: Climb through the vent and collect a Holoduke from inside a Secret Area to the right.
- 20: Continue to the end of the shaft, shooting out the grille that bars your way. In this Secret Area you can collect your first Babe and some Shotgun Shells.
- 21: Open the Hidden exit and discover the Projection Room. There are several monsters hiding in here. You can collect an Access Card, Shotgun Shells, Medkit and Vitamin X. Jump on top of the Projector to collect an Atomic Health and open a Secret Panel in the wall.
- 22: Kill the alien and collect the Grenade Launcher inside. Before you leave this room take a moment to activate the switch on the wall. This will open the curtains, enabling you to get to the room behind.
- 23: Exit the room and climb down the spiral stairs to the bottom. On the right hand wall is another Secret Panel.
- 24: Inside the Hidden Panel you can collect a Medkit.
- 25: Now return to the Lobby and use the hidden lift to rise to the Secret Room above. The lift is located just to the right of the opening. Inside collect some Armour and activate the switch to the left.
- 26: Jump down from your position and return to behind the counter. Another Secret Place will be open containing some Atomic Health.
- 27: Now to the next room! Kill the alien then collect a Pistol, Pistol Clip and a Medkit. You can blow a hole through the wall here where the cracks are located.
- 28: Exit this room and turn right. Stand on top of the bin and press the open button to unlock a Secret Compartment



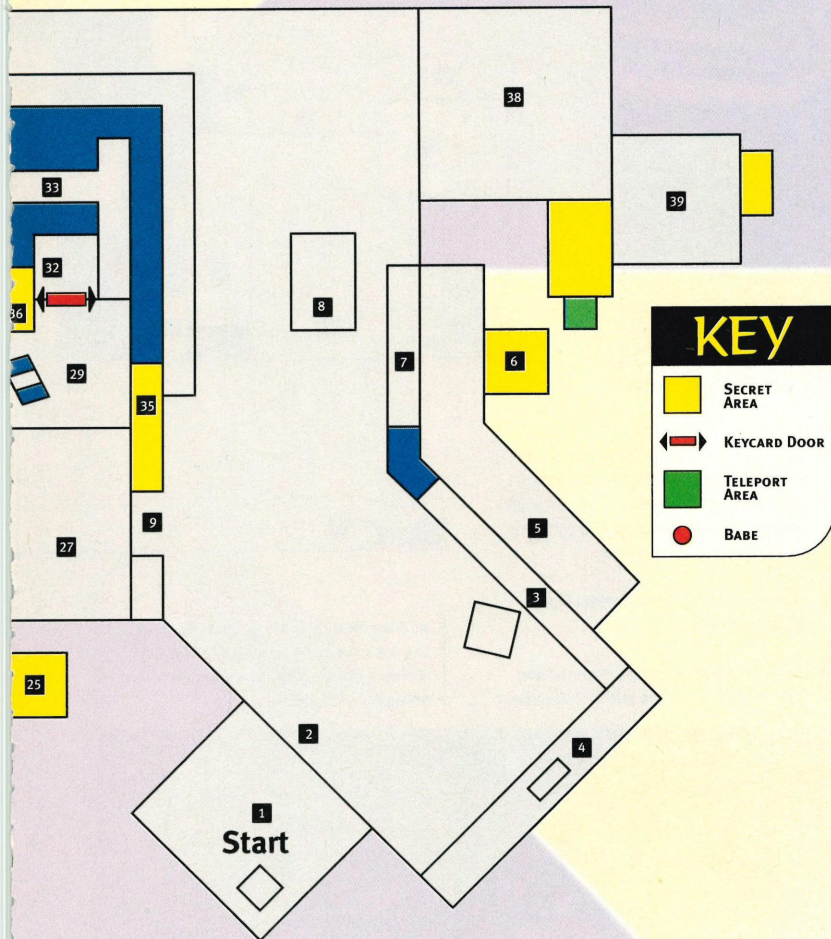
above. Jump in to collect a Medkit and some Pipe Bombs.

- 29: Activate the lift and dispose of the alien. Jump on and ride the lift to the upper floor. Inside this arcade area are several monsters so be prepared. Once your enemies are dead you can collect a Medkit and Pistol Clip. Pressing the open button on the Duke Nukem Machine





# KEM 64



prompts a small panel to open behind you; quickly dash to pick up a Holoduke from within. Finally shoot the canisters and blow a big hole in the wall leading back to the Cinema.

30: Crawl through the hole and kill the new aliens in this area. Jump onto the stage and collect three Pistol Clips from behind the curtains. Now stand back and

blow a hole in the screen to uncover another room.

31: On the other side of the screen kill the waiting aliens and collect two Shotgun Shells and a Jet Pack.

32: Now return to the arcade area and use the Access Card to open the door. Jump behind the crate collect Shotgun

Shells and kill the approaching aliens.

33: Climb through the hole in the wall and shoot the fire extinguisher at the other end. This will open another gaping hole in the wall.

34: Climb through the hole and drop off the bridge onto a small ledge which runs around the outside of the building. Collect the Medkit and continue round to the end of the ledge.

35: Use the last tree as a post to leapfrog into the window above. Inside this Secret Room you can collect an SMG, Grenade Launcher, Pipe Bombs and a Shotgun.

36: Exit the room and follow the ledge back to the bridge. Now use your Jet Pack to fly up to a Secret Alcove in the top left hand corner. Shoot the two gun turrets which will be firing at you and collect a Jet Pack and Shotgun Shells.

37: Now fly back down to the bridge and open a Secret Panel located just to the right of the Finish. The teleporter will transport you to another Secret Place.

38: Walk ahead past a small office and enter the store. There are several monsters to kill and a Pistol for you to collect.

39: Back to the small Office. Shoot the gun turret above the door and the enter the room. Behind the middle bookcase is a hidden panel. Inside this Secret Place you can collect some Dum-Dums. To exit this area, shoot the chair behind the desk to reveal a hidden switch. Shoot this switch then dash back to the teleporter.

40: Now you may proceed to the Duke Nukem symbol and the end of the first level!







## GUN CRAZY



1: Press open to drop the elevator to the lowest level. Shoot the approaching aliens then collect the Pistol located next to the fire hydrant.

2: Open the door and exterminate the approaching coppers.

3: Inside the Weapons Store kill all wandering enemies and then walk behind the counter. Kill the hidden monster and then collect a Pistol Clip and Shotgun.

4: Behind the screen you will discover a Secret Place containing some Dum-Dums.

5: Stand in the far corner and hit the open button to uncover another Secret Place. Jump on top of the cabinet to collect some Atomic Health.

6: Behind the Middle Bookcase along the right wall you can collect some Armour and Pipe Bombs from a Secret Place.

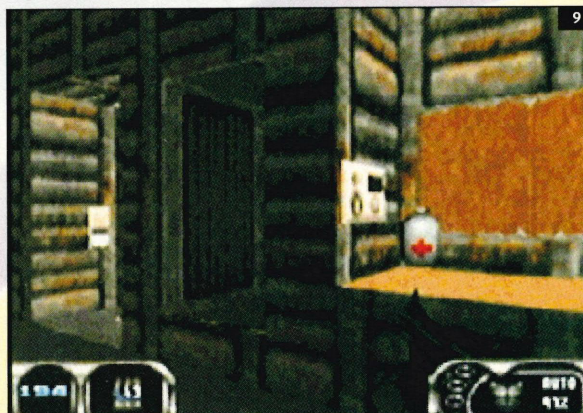
7: Enter the peepshow, disposing of the aliens in the hallway. Inside the four stalls you can collect a Pistol Clip, a Medkit, Vitamin X, and a Grenade Launcher. When you have collected these items use the Grenade Launcher to blast a hole in the cracked wall at the end.

8: Climb through this opening to enter the toilets. Kill the aliens and then collect the Medkit beside the sink.

9: The hand dryer activates a switch to uncover a Secret Place. Inside you will discover some Night Vision Goggles.

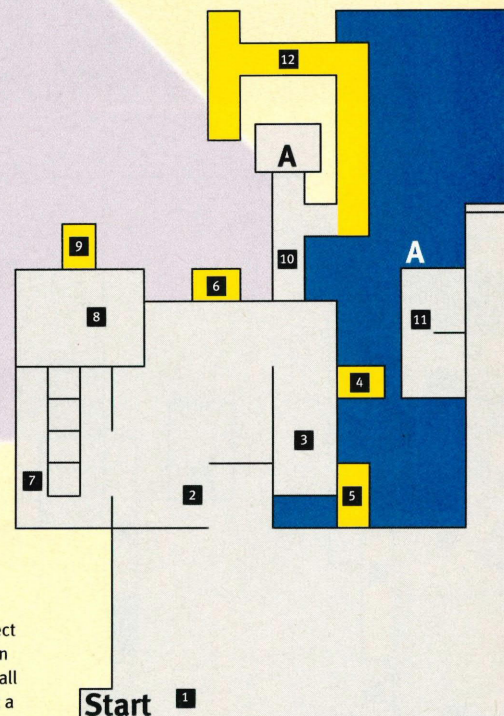
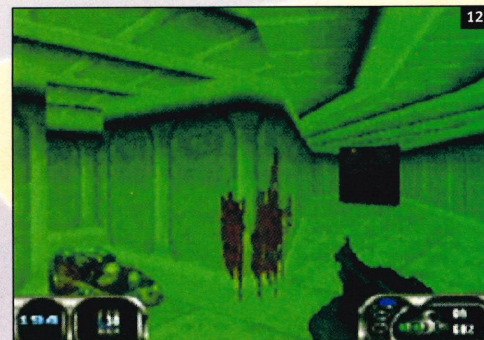
10: Now proceed to the coded door by the counter. The entry code is X x X. Run through the tunnel and into the lift at the end.

11: Kill all aliens in this room then activate the switch beside the window. Collect the



Blue Access Card, SMGs, SMG Ammo, Medkit and Grenades.

12: Put on your Night Vision Goggles and re-enter the lift. At the bottom dispose of the aliens and take the small passage that leads off to the left. Follow this passage to the end where you will discover another Secret Place. Inside this area kill the pig who is guarding some Atomic Health.



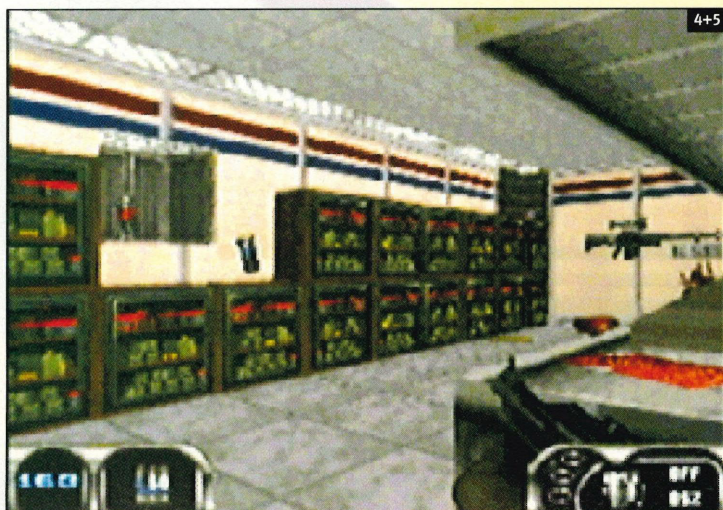
Start 1

13: Next stop is the Burger Bar. Collect the Medkit outside the door and then enter the room carefully. Dispose of all the monsters in this area and collect a Pistol Clip and a Holoduke.

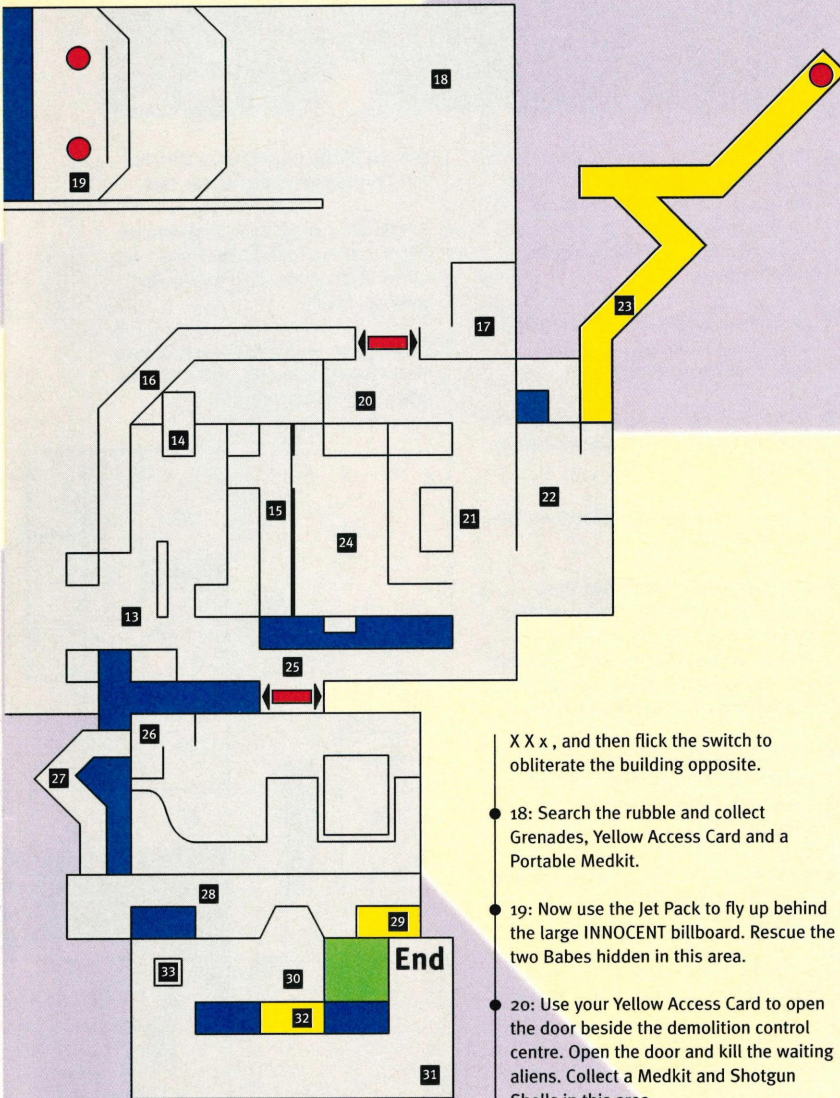
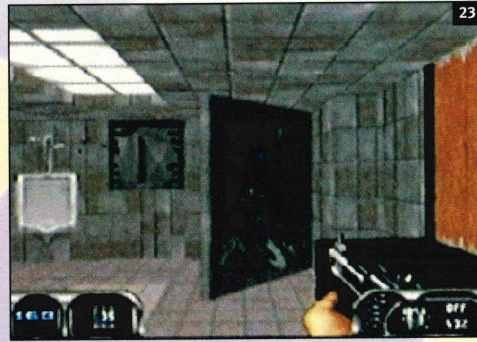
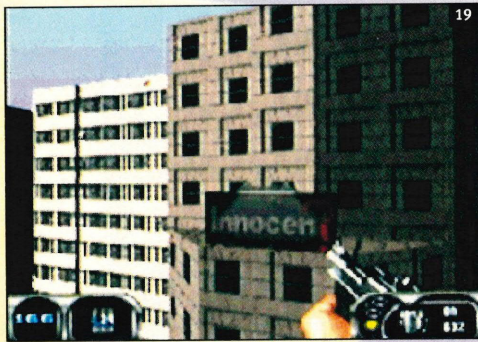
14: Enter the toilets and collect some Shotgun Shells.

15: Now jump behind the counter and activate the till on the left. Kill the aliens

as they approach the counter, then exit the area via the small door to the right. Inside a Happy Meal box you can collect some Atomic Health.







X X x , and then flick the switch to obliterate the building opposite.

18: Search the rubble and collect Grenades, Yellow Access Card and a Portable Medkit.

19: Now use the Jet Pack to fly up behind the large INNOCENT billboard. Rescue the two Babes hidden in this area.

20: Use your Yellow Access Card to open the door beside the demolition control centre. Open the door and kill the waiting aliens. Collect a Medkit and Shotgun Shells in this area.

21: Follow the passageway and enter the Pool Room. Kill the aliens and collect a Pistol Clip and Shotgun Shells.

22: Enter the Bathroom and collect a Medkit. Open the Secret Door behind the cubicle.

23: Jump over the lavatory and into the Secret Passage. Kill all approaching monsters and collect a Jet Pack, Holoduke,

Vitamin X, Night Vision Goggles, Shotgun Shells and Grenades. Now follow the passage to the end to collect Pipe bombs, Atomic Health and rescue another Babe.

24: Go down the slope to the Kitchen, dispose of the alien chefs and collect the Pistol, Pistol Clips, Medkit, SMG Ammo and Red Access Card. Be careful as you collect the Access Card – this will release several pigcops.

25: Around the corner is the Red Access Door. As you approach two coppers ambush you from behind the thin wall at the end of the corridor, so be ready for them.

26: Through this door is the loading area. There are lots of aliens in this area so a quick firing weapon would be an advantage. Destroy all monsters then collect a Pistol Clip and Medkit.

27: Enter the small office to the right and collect some Shotgun Shells. Blast a hole in the vent above the desk and climb in.

28: Follow the passage to the end, collecting some Atomic Health and Pipe Bombs. Shoot open the vent at the end and drop a couple of grenades on the waiting aliens.

29: After the explosion jump out of the vent and dispose of all the remaining monsters. Collect the Medkit and Pistol

Clips and use the Jet Pack to reach a Secret Place in the corner.

30: Collect Night Vision Goggles, then drop back to the lower level and activate the switch to open the garage doors.

31: Kill all the aliens in the loading bay area. Use the crate to jump onto the middle platform.

32: Walk round the corner, disposing of any enemies you encounter. Between the large and small crates is a Secret Panel.

33: Inside the Secret Panel you will collect a Portable Medkit.

**There are two ends to this level.**

34: If you stand on the small crate a hidden panel lifts up, granting you access to a Secret Level – Duke Burger.

35: If you continue round to this point you will be ambushed and captured!





## DEATH ROW

78

1: Walk forwards as the level starts and Duke should jump out of the electric chair without taking any damage. Collect the two Medkits.

2: Unfortunately, you start this level without any weapons or equipment. Kick through the glass and into the control room. Collect a Pistol and Pistol Clip. Activate the switch to the right of the broken window, this will lower the electric chair.

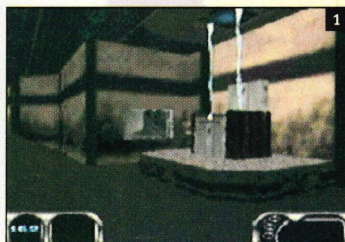
3: Crawl behind the chair and find a Secret Place containing a Shotgun and Shotgun Shells.

4: Enter the Control Room again and activate the switch to the left of the broken window. This operates the curtain to the viewing room opposite. Kill the aliens that are watching you, and then collect the Pistol Clips.

5: The middle panel on the left-hand wall lifts to reveal a Secret Place containing a Holoduke.

6: Follow the corridor to the opposite end. Kill the waiting pigcop and collect a Portable Medkit from inside the panel at the end.

7: Go to the other passage. Kill the aliens and then enter through the security door on the left.



8: Open the door on the left and kill the occupants, then collect the Medkit and SMGs. The tape recorder activates the door to a Secret Place behind the door.

9: Inside the Secret Room collect Atomic Health.

10: The final cell on the left hand side contains a Pistol Clip and a Monitor. Outside this room you can also pick up some armour and a Pistol Clip.

11: Exit the secured area and turn left down the corridor. Take out the copper waiting around the corner and then enter the toilet area on the left. Rescue the Babe and collect a Medkit. Crawl through the tiny opening and pick up the Pistol Clip hiding in the gap.

12: Stand next to the bed and press open to move it. Crawl through the hole and discover a Secret Tunnel containing some Night Vision Goggles. At the end of this tunnel is a hidden panel leading to another Secret Tunnel.

13: Follow this tunnel to the end and collect Dum-Dums and Atomic Health.

14: Exit this room and head towards the Blue Access Door.

15: As you pass this area an explosion creates a hole through to another area. Climb through the hole and dispose of the waiting aliens. Collect some SMG Ammo in the corner.

16: Jump on to the right cog and then onto the larger cog.

17: Jump off the large cog and into a room containing Shotgun Shells, a Medkit, Grenade Launcher and the Blue Access Card.



18: Return to the cogs and make your way to the small ledge on the other side. On the rear wall is a small hidden panel containing some Night Vision Goggles. Also collect the Atomic Health further along the ledge.

19: With the Blue Access Card in hand go to the Access Door. Kill the waiting copper and collect a Medkit.

20: Be careful as you walk – there are laser trip bombs scattered everywhere in this area.

21: Jump over the lasers and walk up the ramp to the top.

22: On the left is a small round room containing two Shotgun Shells and the Yellow Access Card. As you pick up the Access Card this triggers some additional trip bombs. Stand still and wait for the approaching aliens to set them off.

23: Opposite this room is a long bathroom. Kill any enemies and then collect several Medkits and some Protective Boots.

24: Now take the other downward sloping ramp and shoot the canisters at the bottom.

25: Inside the gaping hole you have just made you can collect an Atomic Health.

26: Through the door to your left is a large room containing plenty of enemies. Enter with all guns blazing and collect three Small Medkits, a Pistol and Shotgun Shells.

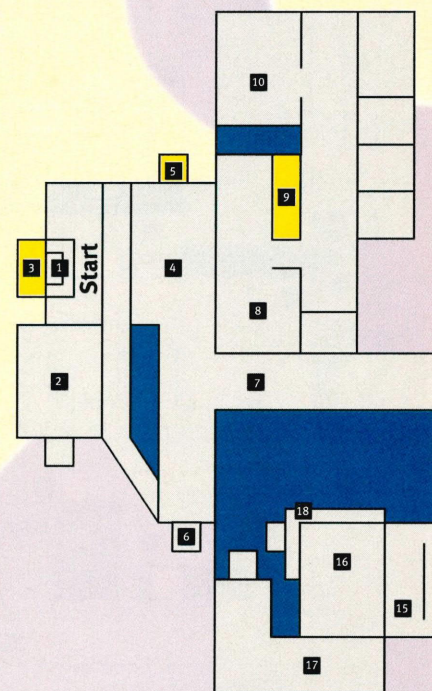
27: Use the Yellow Access Card to open the door at the bottom of the slope. Open the door and kill the waiting aliens, then collect Grenades and Shotgun Shells.

28: Take the next door out into the open. Take out the alien in the door opposite and then concentrate on the four gun turrets. In this area you can collect

Shotgun Shells, Pistol Clips, a Medkit, Pipe Bombs and the Red Access Card.

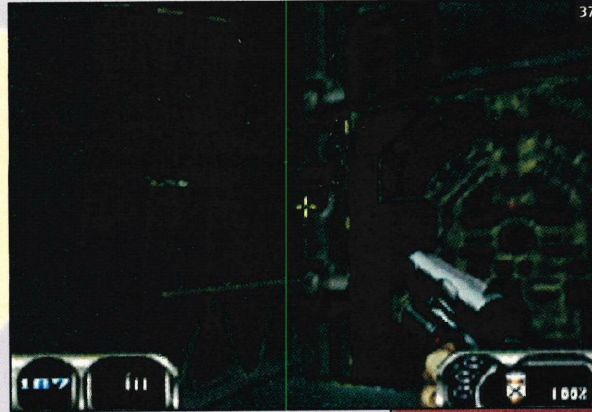
29: Use the grey pillars to jump onto the raised platform, collect SMG Ammo and kill the aliens in the upper level of the building opposite.

30: Jump into the Secret Passage linking the two raised platforms. Inside you can collect three Atomic Healths.





# Duke Nukem 64



31: Demolish this cracked wall and discover a Secret Place containing some Vitamin X.

32: Now return to the large room inside the building and use the Red Access Card to open the closed doors. Kill the waiting aliens and collect a Medkit and Pistol Clip. Inside the green hologram you can collect SMGs.

33 & 34: These two small rooms contain the switches that disable the cell block force fields.

35: Blast open the vent and jump inside to collect some Armour.

36: Open the large red door opposite and then back away. The alien hidden behind will charge towards you and set off the trip bombs. Once the bombs have exploded open the door and step onto the platform beyond. Open the wall at the end to discover a map of this level. Activating the map also operates the doors to the two Secret Places either side of the map.

37 & 38: The Secret Area on the left contains Pipe Bombs and the Secret Area on the right contains Atomic Health.

39: It's time to clear out all the cells behind the force field doors. The switches open the cells one at a time. Inside you will collect a Medkit, Grenade Launcher, Pistol Clips and Shotgun Shells.

40: In the Cells in the other block you will collect a Medkit, Shotgun Shells, and Pistol Clips.

41: In the last cell of this block is a hidden passage behind the poster in the corner.

42: Inside the hidden passage you will collect a Medkit and some Pipe Bombs. You must now blast open the cracked wall in front of you to reach the tunnel ahead.

43: At the end of the tunnel you will arrive at a submarine dock. Kill all the monsters aboard the sub and follow the rocky path around to a door. Collect the Shotgun Shells, Medkit and Scuba Gear.

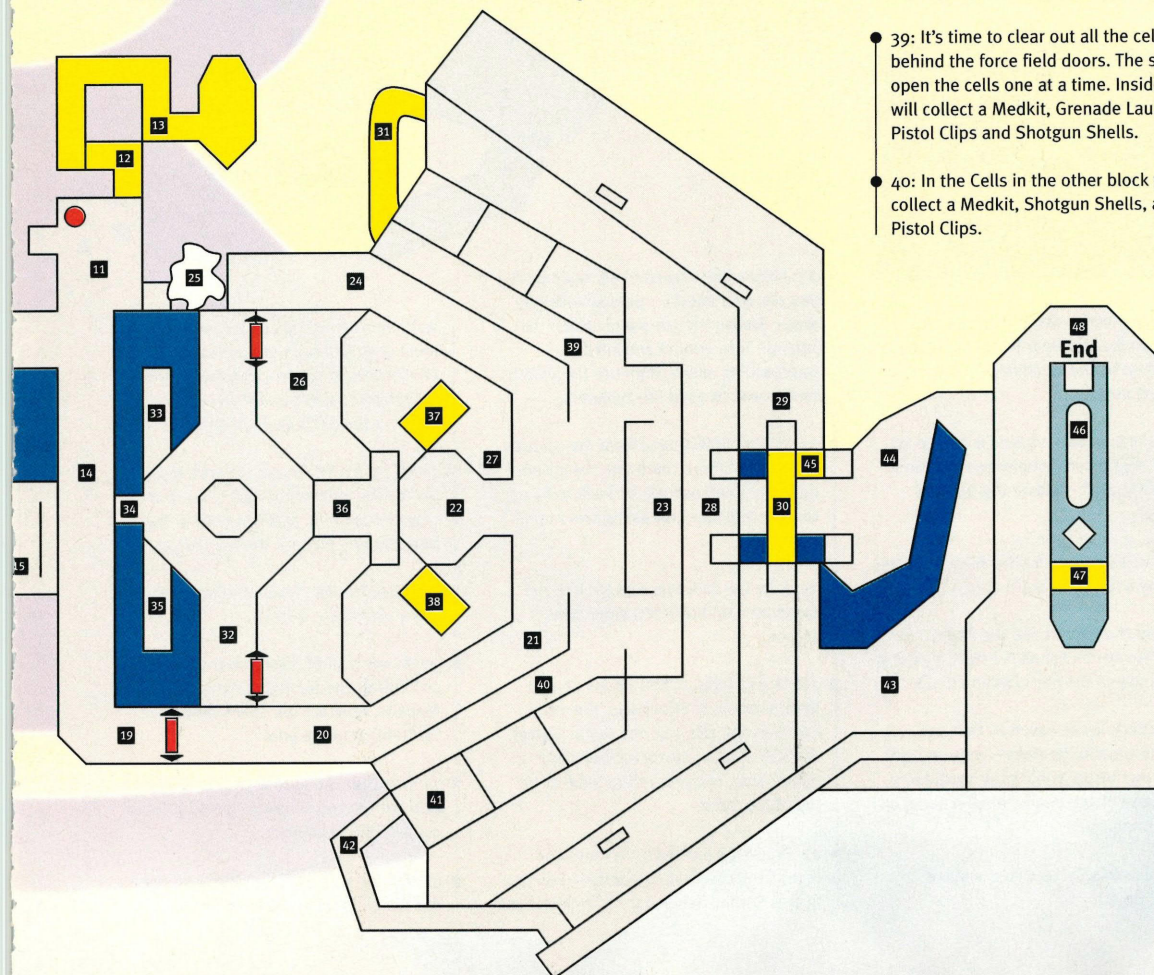
44: Kill the aliens on guard here and activate the switch to the right of the door. You will now be able to pass freely through this door.

45: Jump on the grey vent to the right of this door and hit the open button to reveal another Secret Place. Climb inside and collect some Night Vision Goggles.

46: Dive into the water and collect the Pipe Bombs from underneath the sub. Climb into the submarine from underneath and kill the waiting monsters.

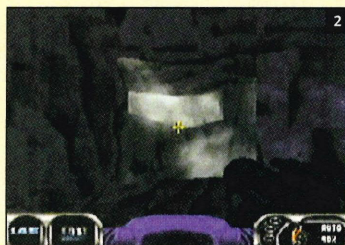
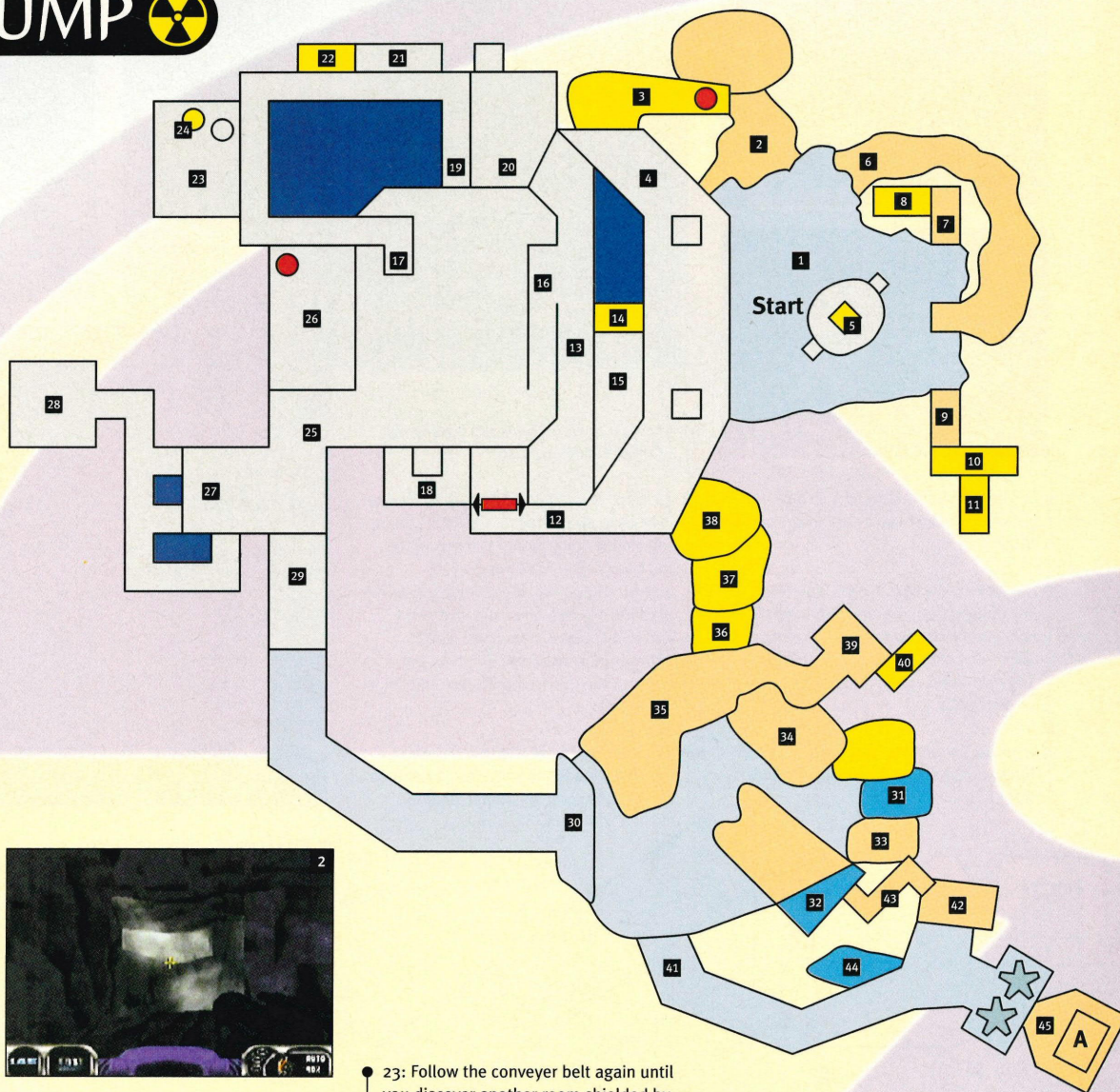
47: The wall behind the crate will open up to reveal this level's final Secret Place. Collect a Portable Medkit from here.

48: This level is now complete; press the button to nuke yourself to the Toxic Dump.





## TOXIC DUMP



1: This level begins inside the submarine. Dive down and activate the coded door to exit this sunken wreck. The code is X x X.

2: Once out of the sub, dive to the bottom and collect the Scuba Gear hidden amongst the weeds. Kill the octabrain guarding the underwater cavern and collect the Portable Medkit.

3: Use the Grenade Launcher to blast a hole through the cracked wall and kill the waiting alien on the other side. Collect the Atomic Health and Pipe Bombs from the bottom and then surface in a small Secret Cave. Rescue the Babe and the blast the barrels to clear your exit path.

4: Once out of the passage, kill the aliens in the bunker ahead and take out the two gun turrets located atop the support pillars.

5: Dive into the water and jump onto the top of the submarine. The flames inflict a little damage, but open a Secret Place. Dive back into the water and enter the submarine. In the breathing space at the top you can collect an Atomic Health, Armour and a Portable Medkit.

6: Exit the sub and climb the sloping tunnel to the platform overlooking the pool. Collect the Grenade Launcher, Medkit and Blue Access Card.

7: Look to the right and destroy the gun turret located in the small opening. Jump over into the gap and open a Secret Panel at the back.

8: Inside this Secret you can collect Grenades.

9: Climb back up to the platform overlooking the pool and jump to the gap on the left. Open the hidden panel at the back to reveal a Secret Place.

10: Inside, collect some Grenades and open another hidden panel.

11: Another Secret Place contains a Holoduke.

12: Use the Blue Access Card to open the door to the left of the complex.

13: Kill the monsters in the corridor.

14: Search the right hand wall for a Secret Place.

15: On the other side of the Secret Area is the bunker; collect the SMGs.

16: Head back to the corridor and through the door to the left.

17: Jump down to the lower level and stand on the conveyor belt. You will be picked up by the machine and carried to the next area.

18: Make sure that a barrel is picked up by the next machine before you attempt to ride yourself – a laser trip bomb is waiting!

19: Once on the other side, blast the glass window and kill the waiting cop.

20: Collect a Medkit and the Red Access Card. The switch opens the door enabling you to collect the SMG Ammo outside.

21: Go back to the conveyor belt and follow it around the corner. Here you will find a small toxic pool to the right. Jump into the pool and open a hidden panel on the left hand side.

22: Inside this Secret Place is some Atomic Health.

23: Follow the conveyor belt again until you discover another room shielded by glass. Smash the glass and collect the Armour. Turn around and kill the approaching aliens, then use the switch on the wall to open the cylinders.

24: Collect SMG Ammo from the cylinder on the right, then climb into the cylinder on the left and use the Jet Pack to fly up to a Secret Place containing two Atomic Healths.

25: Ride the conveyor belt back to the large room and proceed around the corner.

26: As you pass, a door opens up and several aliens to attack you. Kill all enemies and climb up the ramp. Collect the SMG Ammo, Shotgun Shells and Scuba Gear, and rescue the Babe at the top of the ramp.

27: Proceed back down the ramp and around the corner at the bottom. Use the Access Card to activate the Shrinker in the

wall, then run at full pelt through the right hand duct, bearing right until you discover another room. You will only remain shrunk for about ten seconds – if you expand whilst in the ducts you will die!

28: Kill the trooper and collect a Medkit. Switch the emergency lock to open the sealed door, then stand in front of the Shrinker and go back the way you came.

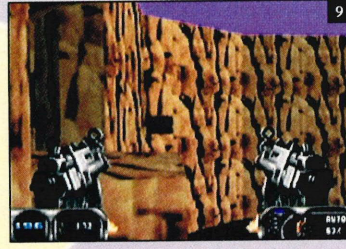
29: Jump into the water and travel down the underwater tunnel.

30: In the control room, kill the monsters and collect the Shotgun Shells and Medkits. Take out the mines before venturing into the pool.

31: Use your Grenade Launcher to blast through the cracked rock. Inside you can collect SMGs and Ammo.

32: Kill the waiting Octabrain and press the switch to raise the water level.





- 33: Surface and exterminate the aliens that surround you. Jump onto the ledge and collect the Medkits. Use the raised jutting rock to jump into the secret cave to the right.
- 34: Inside this little cave you can collect a Shotgun and a Portable Medkit.
- 35: Jump back to the jutting rock and then leap to the other side of the pool. Use grenades to blast through the cracked wall.
- 36: Kill the alien and then grenade the back wall.
- 37: Collect Atomic Health and blast the rear wall again.
- 38: Collect the Jet Pack and head back to the pool.
- 39: In the upper control room, kill the monsters and collect a Grenade Launcher. Hit the two switches in this room – one opens the lower door and the other

lowers the water level. Open the blank wall to reveal a small Secret Place.

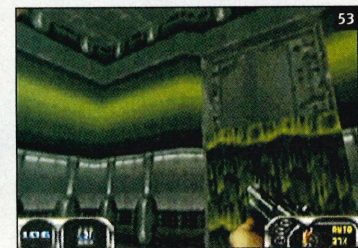
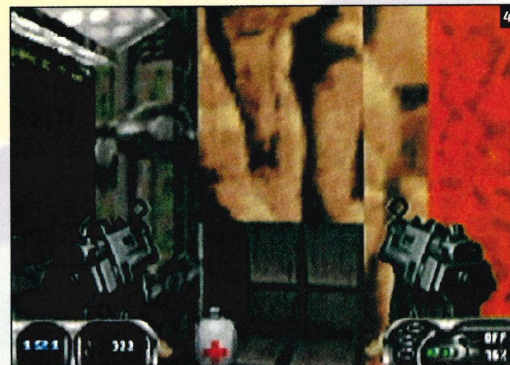
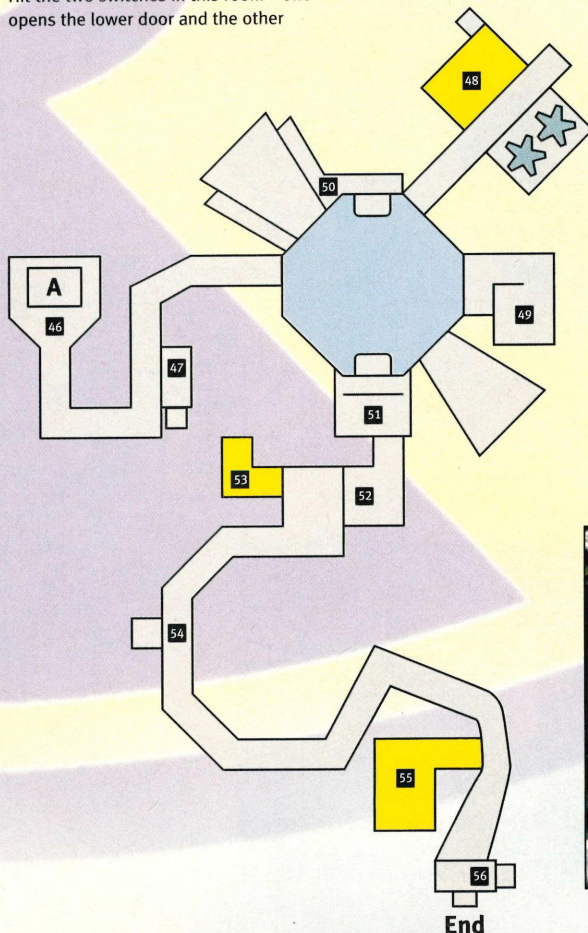
- 40: Crawl into this little crevice and collect Grenades and Scuba Gear.
- 41: Dive back to the bottom of the pool and head through the steel door to the control room.
- 42: Switch the two switches in this room then head for the emergency door.
- 43: In this passage collect a Holoduke.
- 44: The twin steel doors will now be open. Before heading through the cogs, enter the small cave on the right and collect the SMGs and SMG Ammo.
- 45: You must squeeze through these cogs to get to the other side. There are two grey strips where teeth are missing from the cogs; position Duke in front of the cogs and swim into them.



- 46: Once through the cogs, surface and take out the aliens in this next room. Collect the Shotgun Shells and Medkit.
- 47: Arm yourself with the Grenade Launcher and keep a careful watch over the sides of the passage. On the right is a cracked wall for you to destroy. Inside you can collect a Medkit and discover a teleporter leading to another secret.
- 48: Kill the waiting monsters and collect SMGs and SMG Ammo.
- 49: Follow the current and you will arrive in a large pool area. Surface and jump onto the ledge, kill all aliens in the area then collect a Pistol Clip, SMG Ammo and a Medkit. Activate the switch to open a panel in the far wall.
- 50: Jump up the waterfall and onto the ledge on the right. Stand on the platform at the end and shoot the switch inside the

panel opposite. The two platforms will meet briefly in the middle of the pool. Simply walk from one platform to the other.

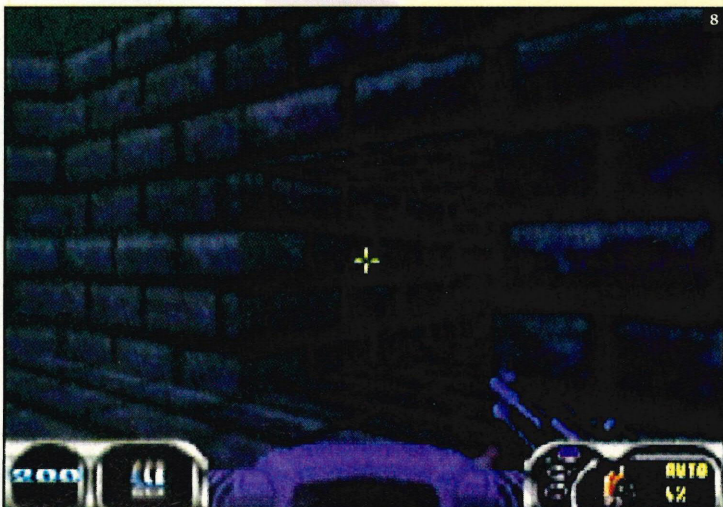
- 51: Once on the other side of the pool, kill the octabrain that is waiting for you, then proceed through the back.
- 52: In the next little room collect Atomic Health and SMG Ammo. Then shoot a hole in the vent opposite to allow access to another Secret Place.
- 53: Jump into this vent to collect two Atomic Healths.
- 54: Arm yourself with the Grenade Launcher and head down the toxic tunnel. About halfway down this tunnel is a small room containing some Protective Boots and Grenades.
- 55: Near the finish of the level is another cracked wall. Blast through and collect Dum-Dums and SMG Ammo.
- 56: Congratulations – it's the end of the level!





## LAUNCH FACILITY

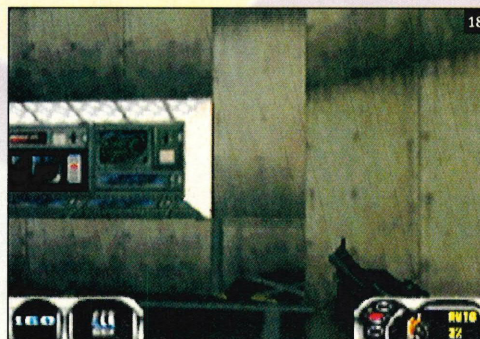
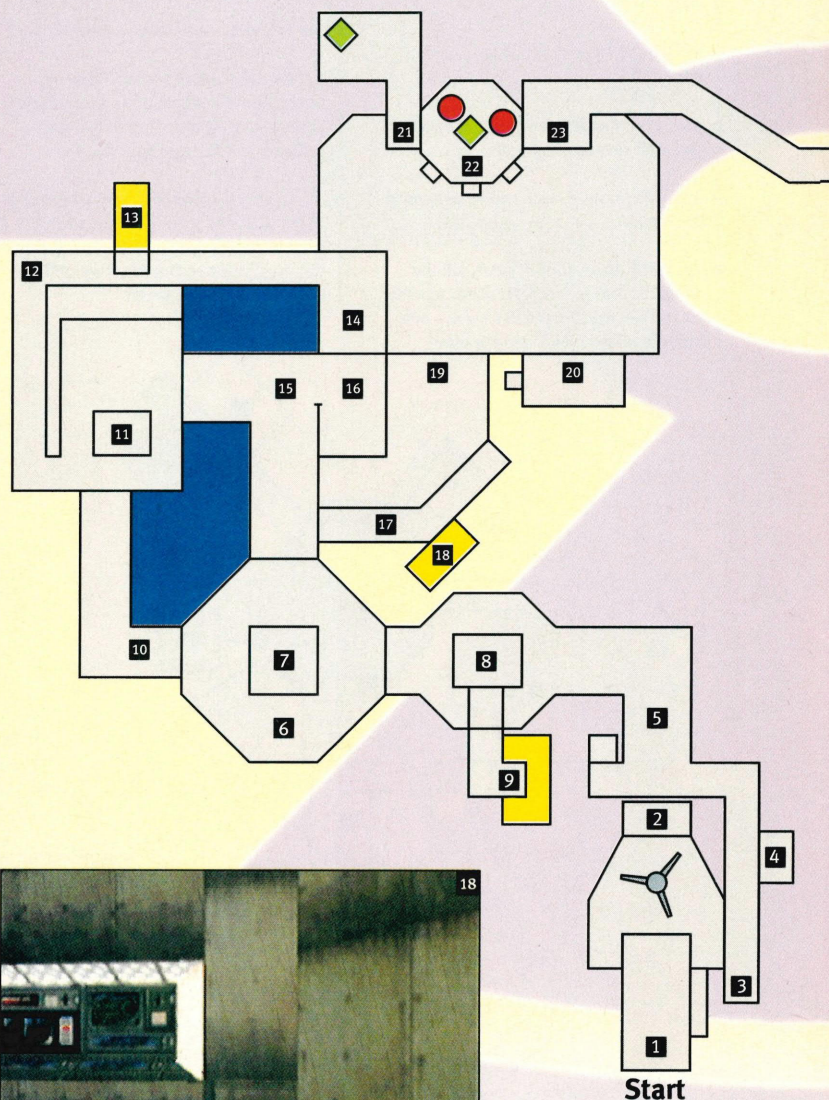
- 1: Collect the Pistol and Medkit then proceed to the bottom of the ramp. Collect the Shotgun Shells and run across the toxic pool.
- 2: Across the pool is a small gap. Activate the switch on the right and jump back to the ramp.
- 3: Leap over to the passage on the right hand side and dispose of the monsters. Continue to the end of the passage and collect some Protective Boots from inside the panel. Turn around and eliminate the aliens approaching from behind you.
- 4: Head back down the passage and collect some Armour from inside the panel along the left hand wall.



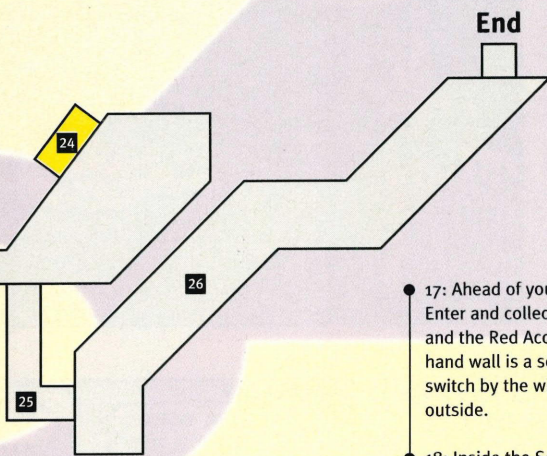
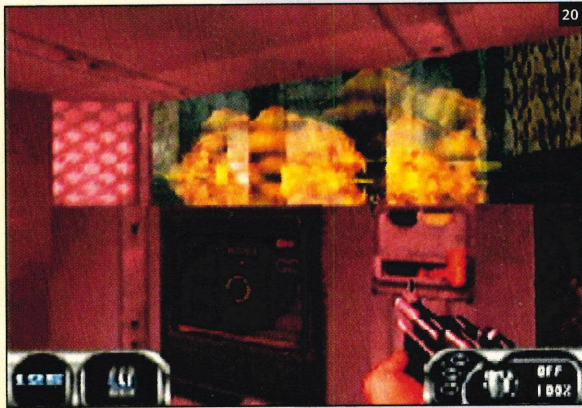
- 5: Go back to the end of the passage and through the door. Continue through the toxic pool and into a large circular room. The doors have a force field preventing access to the corridors beyond.
- 6: To your left is a ramp which spirals upwards. Follow this ramp to the top, destroying any monsters in your path. At the top is a coded door and a bridge. The code is x x x X. Cross the bridge into a small control room.
- 7: Kill the waiting aliens then collect a Medkit, Shotgun Shells and the Blue Access Card. The switch in this room lowers the forcefield of one of the lower doors.
- 8: Jump across to the spiral ramp and run back to the bottom. Return to the toxic pool and dive to the bottom, collect a Shotgun and then travel down the secret tunnel.
- 9: At the end of this little tunnel collect Dum-Dums, Shotgun Shells and an Atomic Health.
- 10: Enter the opened door and collect a

Medkit and SMG Ammo. Turn right and proceed up the ramp to the top. Once at the top, collect Pipe Bombs from either side of the passage and activate the switch to turn the lights on in the room ahead.

- 11: Leap onto the pillar in front of you and collect an Atomic Health. Drop to the floor and collect Shotgun Shells and a Grenade Launcher.
- 12: Follow the ramp that runs around the edge of this room and blast a hole in the ceiling vent opposite the room entrance.
- 13: Use your Jet Pack to fly up into this vent and collect some Pipe Bombs.







- 14: Drop out of the vent and continue up the ramp. At the end you will discover a control room containing a Portable Medkit and the Blue Access Point.
- 15: After you have unlocked the Blue Access Point, proceed back to the previous room and take the passage to your left.
- 16: Continue ahead through another door and exterminate the approaching aliens.

- 17: Ahead of you is another control room. Enter and collect some Shotgun Shells and the Red Access Card. Along the right hand wall is a secret compartment. The switch by the window opens the door to outside.
- 18: Inside the Secret Place collect some Armour.
- 19: Activate the switch by the control room window, then run for the main exit. Once outside destroy all alien enemies and then head for the bunker to the right.
- 20: Kill the waiting pigcops and collect the Shotgun Shells, Holoduke and Vitamin X.
- 21: Slightly to the left of the rocket is a lift. Climb on and travel to the room at the top. Inside this room you can collect a Jet

Pack and then use the teleporter to transport you inside the rocket.

- 22: Rescue the two Babes and collect a Medkit. Use the Red Access Card in the lock to activate the launch switch in the bunker below, then get back in the teleporter. When the rocket takes off, blast open the passage to the right.
- 23: Follow the corridor to a large room at the end. Kill all the enemies in the area and collect a Medkit, Dum-Dums, Shotgun Shells and Protective Boots. The switch in this room opens the passage to

the right. There are loads of aliens waiting to pounce on you here. Waste 'em!

- 24: The large control panel on the left rises to reveal another Secret Place containing three Atomic Healths.
- 25: Destroy all the aliens in your way and head towards the fast-flowing waste.
- 26: To minimise the amount of damage you take whilst travelling along the waste, run and jump all the way to the end of the level.



Has this little taster whetted your appetite for destruction? Then be here next issue for the complete guide to *Duke Nukem 64* in another of our amazing coverbooks! Join us!

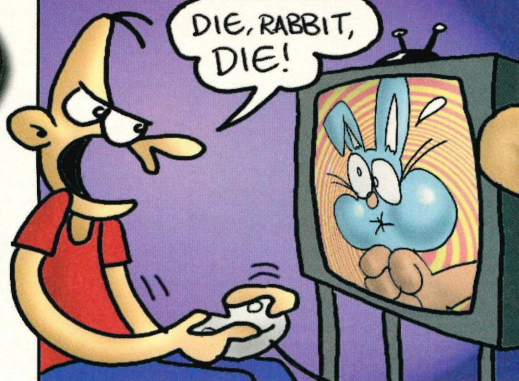


COMPUTER  
EXCHANGE

Presents...

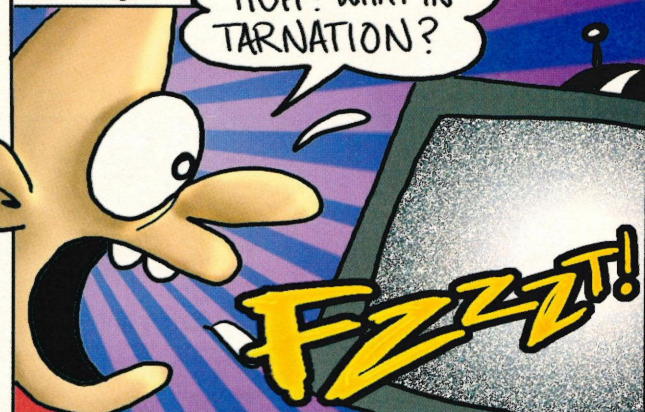
Here's  
**TOBY**

QUELLE SURPRISE. TOBY IS SITTING AT HOME, PLAYING WITH HIS CONSOLE...



JUST THEN...

HUH? WHAT IN TARNATION?



CHARLIE BROOKAH!

I PULLED THE PLUG, TOBY. IT'S A DELIGHTFUL DAY OUTSIDE - WHY DON'T YOU TAKE YOUR LITTLE BROTHER TO THE PARK?

OH MUM...

YOU KNOW HOW MUCH I HATE THE OUTSIDE WORLD!



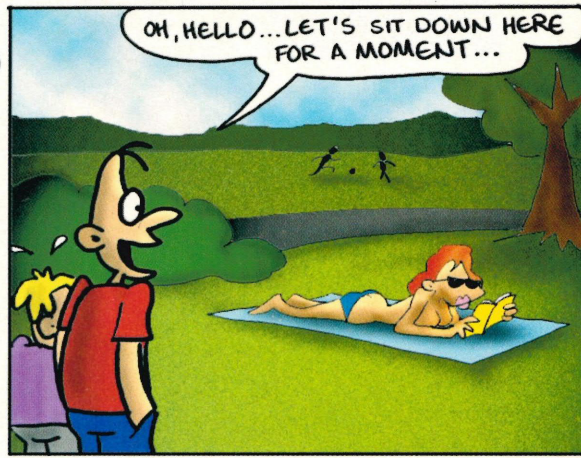
SO...

WE'RE GOING TO THE PARK! WE'RE GOING TO THE PARK!

KEEP A LID ON IT OR WE'LL BE GOING VIA THE MORGUE



OH, HELLO... LET'S SIT DOWN HERE FOR A MOMENT...



AND SO...

LET'S PLAY FOOTBALL!

SHUT UP WILL YOU? I'M TRYING TO CONCENTRATE



... AND I'M NOT GOING TO MOVE AN INCH UNTIL SHE TURNS OVER TO TAN HER CHEST



1 HOUR LATER...

I'M BORED

SHUT IT.



4 HOURS LATER...

IT'S RAINING

BE QUIET



THAT NIGHT...

IT'S STILL RAINING

SHH!



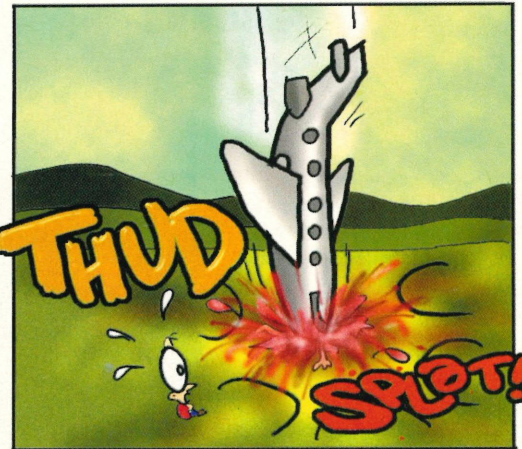
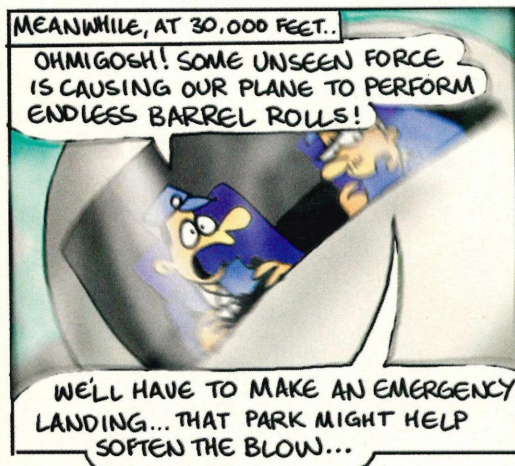
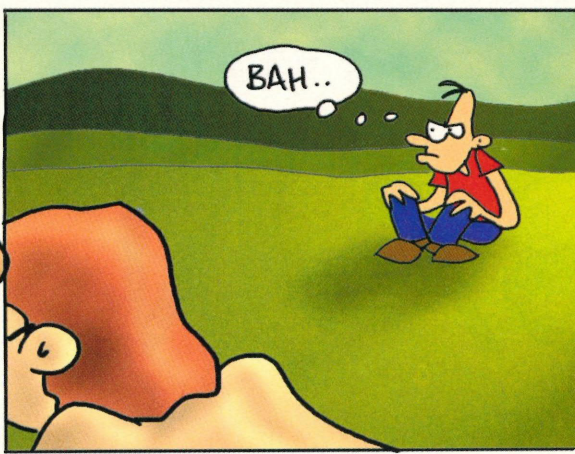
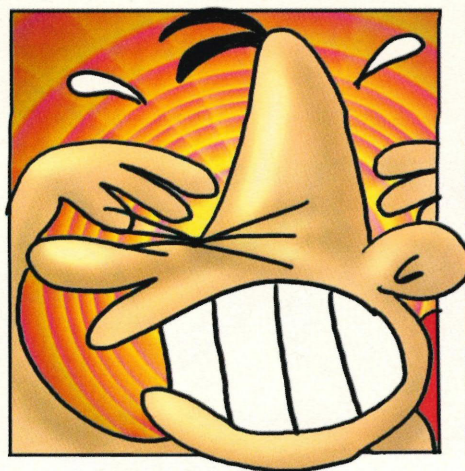
THE NEXT DAY...

I WANT TO GO HOME!

GO ON THEN, QUITTER!







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# SAN FRANCISCO

Last **ISSUE** it was *Top Gear Rally*, this time we guide budding **RACERS** around Frisco! To get the **BONUS** cars, you need to know where all the **KEYS** are. Well, we're **TELLING** you!

86



**S'RIGHT** - HERE ARE OUR complete annotated maps for the six main courses in *San Francisco Rush*. You need never consult an A to Z again! So if you'll take your place on the starting line, we'll guide you around Frisco!

## Track One

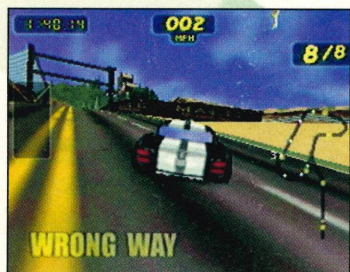
### KEY 1

TURN AROUND AT THE START LINE AND DRIVE DOWN THE TUNNEL. THE KEY IS ON THE LEFT AT THE VERY END OF THE TUNNEL.



### KEY 2

TRAVEL ALONG FROM THE START UNTIL YOU REACH THE BRIDGE. DRIVE ABOUT HALFWAY ALONG AND TURN AROUND, THEN ACCELERATE BACK THE WAY YOU CAME, KEEPING TO THE RIGHT. AS YOU LEAVE THE BRIDGE, BEAR RIGHT ONTO THE SAND. YOU SHOULD BE ABLE TO SEE THE KEY (JUST), SO AIM AT IT, AND IF YOU ARE TRAVELLING FAST ENOUGH A SMALL BUMP WILL LAUNCH YOU INTO THE AIR TO COLLECT THE KEY.



## Map Icons:



START



CHECKPOINT



KEY



DIRECTIONAL ARROW



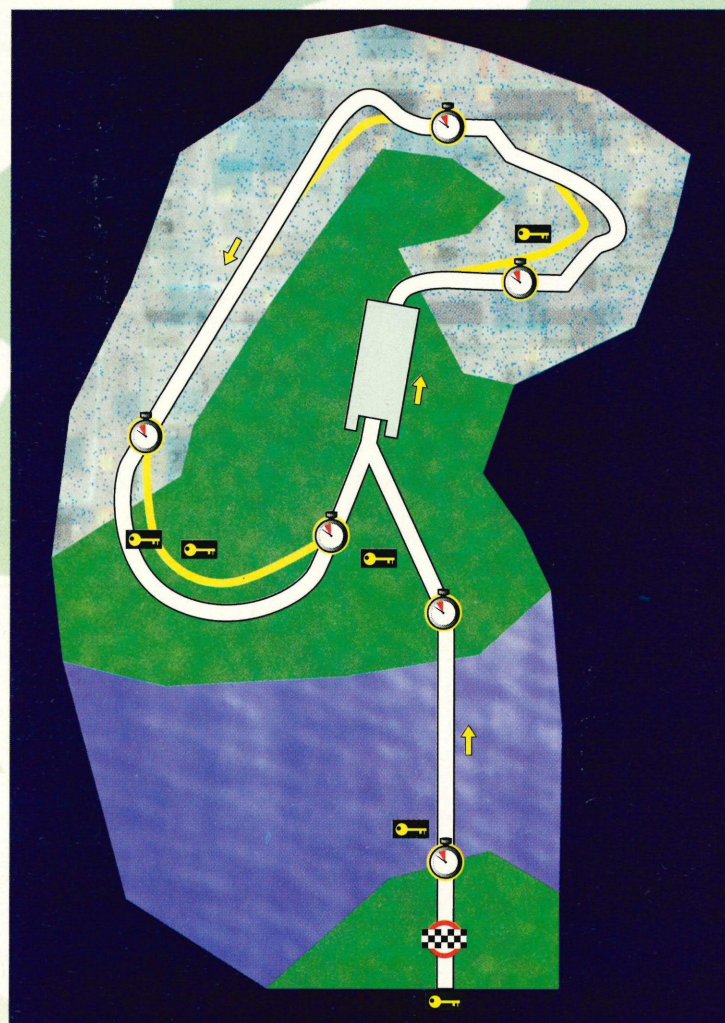
SHORTCUT

### KEY 3

FROM KEY 2, TRAVEL OVER THE BRIDGE, KEEPING YOUR SPEED SOMEWHERE BETWEEN 120 AND 140MPH. AS YOU PASS THROUGH THE FIRST CHECKPOINT, AIM TO THE LEFT, WHICH SHOULD TAKE YOU UP A SMALL HILL. THE HILL WILL LAUNCH YOU INTO THE AIR TOWARDS THE KEY.

### KEY 4

TRAVEL ON UP THE TRACK FROM KEY 3 AND AS YOU REACH CHECKPOINT TWO, AIM LEFT TO GO OFF THE TRACK AND BREAK THROUGH THE FENCE. FOLLOW THE PATH UNTIL IT PASSES AROUND A SMALL HILL, AND GO UP IT. THE KEY IS ON THE TOP OF THE HILL.



### KEY 5

MAKE YOUR WAY THROUGH THE FOURTH CHECKPOINT (ALSO THE FINISH LINE) AND FOLLOW THE ROAD AROUND. AS YOU COME OFF THE BEND, NEAR THE FIFTH CHECKPOINT, THERE IS A PATH TO THE LEFT. TAKE THIS PATH AND YOU WILL COME TO A TUNNEL, TO THE RIGHT OF WHICH IS THE KEY.



### KEY 6

TAKE THE TUNNEL FROM KEY 5, WHICH WILL BRING YOU OUT NEAR THE FINISH LINE. AS SOON AS YOU LEAVE THE TUNNEL, BEAR HARD LEFT AND KEEP ON THE GRASS BY THE WALL. KEEP HUGGING THE WALL AND YOU'LL MOVE ONTO A GRASSY LEDGE, WHICH IF FOLLOWED WILL TAKE YOU TO KEY 6.



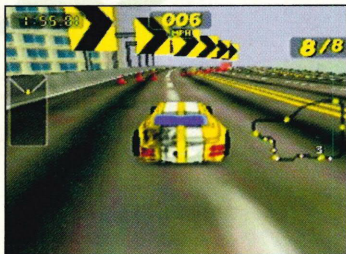


# ISCO RUSH

## Track Two

### KEY 1

MAKE YOUR WAY TO THE THIRD CHECKPOINT, THEN KEEP TO THE LEFT (THROUGH THE CONES) AND ACCELERATE TOWARDS THE GAP IN THE OVERPASS. IF YOUR SPEED IS CORRECT, YOU'LL LAND ON THE LOWER PART OF THE OVERPASS, ALTHOUGH IF YOU GO TOO FAST YOU MAY COLLIDE WITH THE UPPER OVERPASS. ONE ON THE LOWER LEVEL, DRIVE TO THE END WHERE YOU'LL FIND A RED HALF-PIPE, AND BEAR RIGHT. THERE IS A LEDGE ON THE LEFT-HAND WALL (AS YOU ENTER THE PIPE) WHICH CONTAINS THE KEY, AND ALL YOU'VE GOT TO DO IS DRIVE UP TO IT.



### KEY 2

STILL IN THE RED HALF-PIPE, AT THE FAR END YOU'LL NOTICE A SECTION WHICH FORMS A LOOP. THE KEY IS IN THE MIDDLE OF THE LOOP AT THE TOP. TO GET THE KEY, ACCELERATE AT FULL SPEED UP THE SIDE OF THE LOOP SO THAT YOU CLING TO THE INSIDE. IF YOU MISS THE KEY, SIMPLY KEEP THE POWER ON AND YOU'LL GO DOWN ONE SIDE AND BACK UP THE OTHER FOR ANOTHER PASS.



### KEY 3

RETURN TO THE THIRD CHECKPOINT, AND MAKE YOUR WAY ALONG THE ROAD ON THE LEFT TO THE GAP IN THE OVERPASS AGAIN. THIS TIME, DRIVE VERY SLOWLY (ONLY A FEW MILES PER HOUR) SO THAT WHEN YOU REACH THE EDGE YOU DROP DOWN TO THE LEVEL BELOW. NOW TURN AROUND, AND DRIVE BACK THE WAY YOU CAME ON THE LEVEL ABOVE, AND YOU'LL FIND THE KEY.

### KEY 4

FROM KEY 3, MAKE YOUR WAY TO THE FOURTH CHECKPOINT. FOLLOW THE ROAD UP THE HILL, AND THEN AT THE TOP WHEN THE ROAD TURNS RIGHT, AIM AT FULL SPEED DIRECTLY FOR THE TRAILER OF THE TRUCK IN FRONT OF YOU. YOU'LL PASS UNDER THE TRUCK, GET BOOSTED INTO THE AIR, AND SHOULD LAND ON THE ROOF OF A BUILDING. FOLLOW THE ROOF (THE YELLOW AND BLACK CHEVRONS WILL GUIDE YOUR WAY) UNTIL YOU COME TO A YELLOW AND BLACK RAMP. DRIVE SLOWLY UP TO THE RAMP, MOVE PAST IT JUST TO THE LEFT AND DROP DOWN. YOU WILL FIND THE NEXT KEY HERE.

### KEY 5

RETURN TO THE BEND WITH THE TRAILER YOU WENT UNDER FOR KEY 4. THIS TIME, FOLLOW THE ROAD DOWN THE HILL AND AIM FOR THE POND ON THE LEFT, KEEPING YOUR SPEED



SOMEWHERE BETWEEN 80 AND 100 MPH. IF YOU'VE JUDGED IT CORRECTLY, YOU SHOULD BOUNCE OFF THE POND AND INTO A HIDDEN TUNNEL IN THE BUILDING OPPOSITE. THE KEY IS HERE.

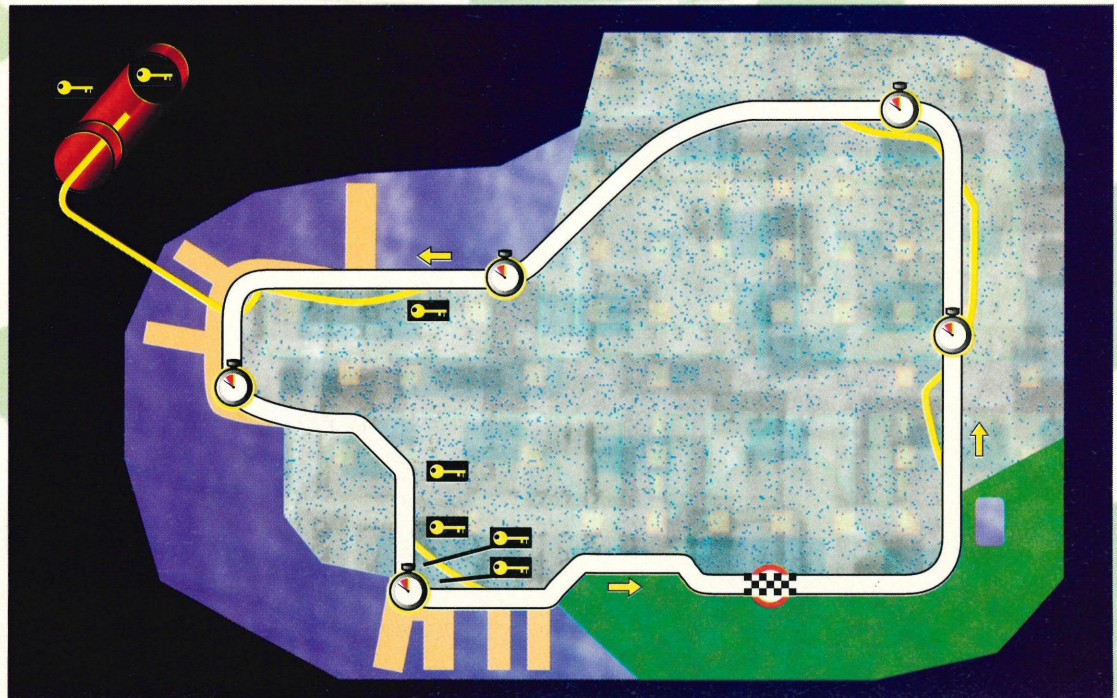
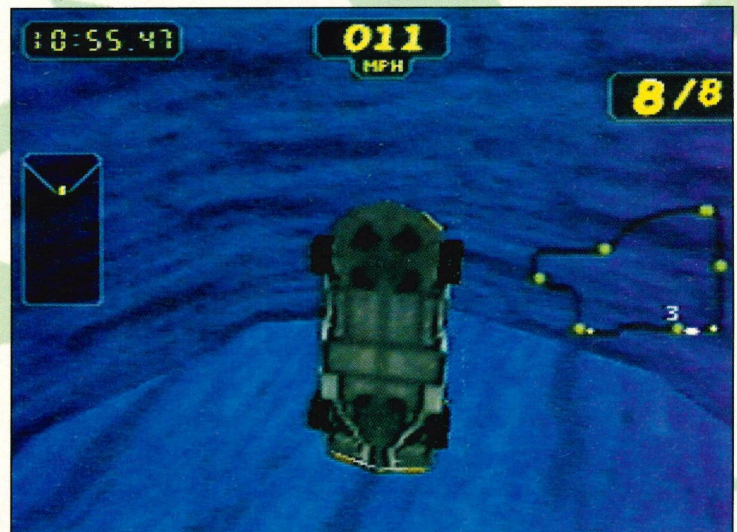
### KEY 6

BACK SLOWLY OUT OF THE TUNNEL WHERE YOU FOUND KEY 5, AND DROP DOWN BY THE POND. TURN AROUND SO YOU'RE FACING BACK

UP THE HILL. IN FRONT OF YOU IS A PATH THAT LEADS TO THE LEFT. FOLLOW IT TO A SHORT TUNNEL, AT THE END OF WHICH IS THE KEY.

### KEY 7

FROM KEY 6, GO THROUGH CHECKPOINT FIVE, KEEPING AN EYE OUT ON THE LEFT FOR ANOTHER POND. WHEN YOU SEE IT, APPROACH IT AND SLOWLY DRIVE INTO IT; YOU'LL DROP TO THE BOTTOM AND FIND THE KEY.





## Track Three

### KEY 1

MAKE YOUR WAY FROM THE START LINE TO THE FIRST TURN. KEEP TO THE LEFT AND YOU SHOULD FIND A ROW OF FIVE TREES. JUST PAST THE TREES IS A FLIGHT OF STAIRS. GO UP THESE SLOWLY AND TURN LEFT AT THE TOP TO FIND THE KEY.



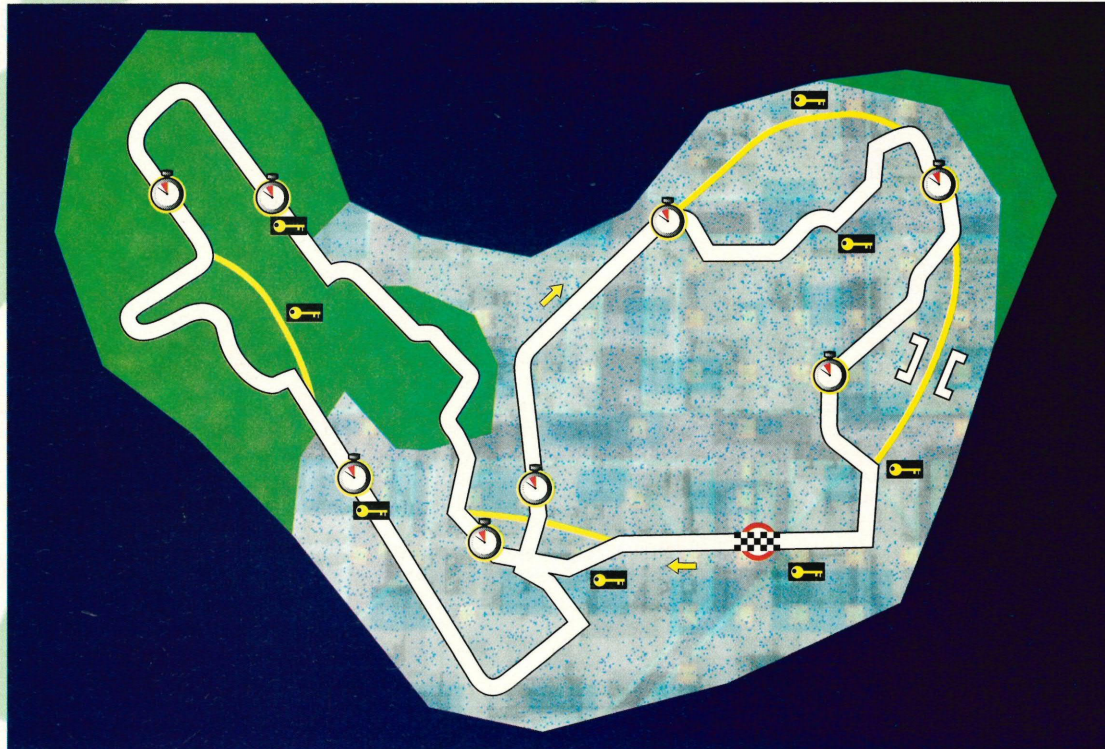
### KEY 2

NOW RACE TO THE THIRD CHECKPOINT AND REVERSE YOUR DIRECTION. ACCELERATE AS FAST AS POSSIBLE, FOLLOWING THE ROAD AND KEEPING TO THE MIDDLE. A SHORT DISTANCE BEFORE THE SECOND CHECKPOINT, THE ROAD RISES SHARPLY AND THIS WILL CATAPULT YOU INTO THE AIR, ALLOWING YOU TO COLLECT THE KEY FLOATING ABOVE THE CHECKPOINT.



### KEY 3

AFTER KEY 2, RETURN TO THE THIRD CHECKPOINT AND BEAR LEFT AS THE ROAD TURNS RIGHT, TAKING YOU ONTO THE GRASS. AIM BETWEEN THE TWO BUILDINGS TO GET ONTO THE DIRT TRACK, AND YOU'LL FIND THE KEY ON THE BEND AT THE TOP OF THE FIRST RIGHT-HAND CURVE.



### KEY 4

MAKE YOUR WAY TO THE FOURTH CHECKPOINT, AND GO DOWN THE HILL TO THE BOTTOM. THEN TURN AROUND AND – KEEPING IN THE MIDDLE OF THE ROAD – ACCELERATE AT FULL SPEED BACK UP THE HILL. AS YOU ENTER THE TUNNEL, YOU SHOULD TAKE OFF, COLLECTING THE KEY WHICH IS FLOATING NEAR THE CEILING IN THE CENTRE OF THE TUNNEL.



### KEY 5



CONTINUE ON TO THE SIXTH CHECKPOINT, AND AT THE HARD-RIGHT TURN JUST PAST IT, KEEP LEFT SO THAT YOU PASS INTO A NARROW ALLEY WHICH GOES UP A HILL. FOLLOW THE ALLEY AND YOU WILL FIND THE KEY.

### KEY 6

RETURN TO THE SIXTH CHECKPOINT, AND THEN MAKE YOUR WAY TOWARDS THE SEVENTH. THE TRACK GOES UP A HILL, CURVING TO THE LEFT, AND THEN AGAIN UP ANOTHER HILL, ALSO TO THE LEFT. AT THE TOP OF THIS SECOND HILL, IF YOU BEAR HARD-RIGHT YOU WILL FIND A WOODEN FENCE. GO THROUGH THE GAP IN THE RIGHT-HAND END OF THE FENCE AND THEN TURN LEFT TO ENTER A NARROW TUNNEL.



WHICH LEADS TO A ROOM DECORATED IN SKY BLUE (LITERALLY). THE KEY IS JUST TO THE RIGHT AS YOU ENTER THE ROOM.

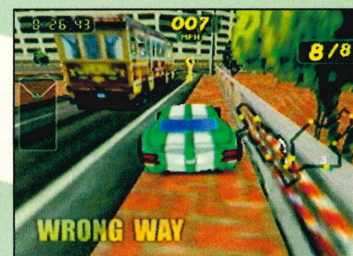
### KEY 7

MAKE YOUR WAY TO THE EIGHTH CHECKPOINT, AND RACE DOWN THE HILL FROM THERE, KEEPING TO THE LEFT. AT THE FIRST SQUARE FLAT AREA, STEER HARD LEFT, AND YOU WILL TAKE OFF AND FLY ACROSS ONTO A SMALL LEDGE, WHERE YOU WILL FIND THE NEXT KEY.



### KEY 8

DROP OFF THE LEDGE WHERE YOU FOUND KEY 7, AND MAKE YOUR WAY TOWARDS THE NINTH CHECKPOINT (WHICH IS ALSO THE FINISH LINE). JUST BEFORE YOU PASS THE LAST CHECKPOINT, TURN LEFT AND AIM TO THE RIGHT OF THE TRAM CAR FOR THE LAST KEY.





## Track Four

### KEY 1

GO LEFT FROM THE START LINE TOWARDS THE BUSES. DRIVE PAST THE SECOND BUS AND GET IN THE RIGHT HAND LANE, ACCELERATING UNTIL YOU HIT A GRASS BANK WHICH WILL LAUNCH YOU INTO THE AIR, THROWING YOU TOWARDS THE FLOATING KEY.



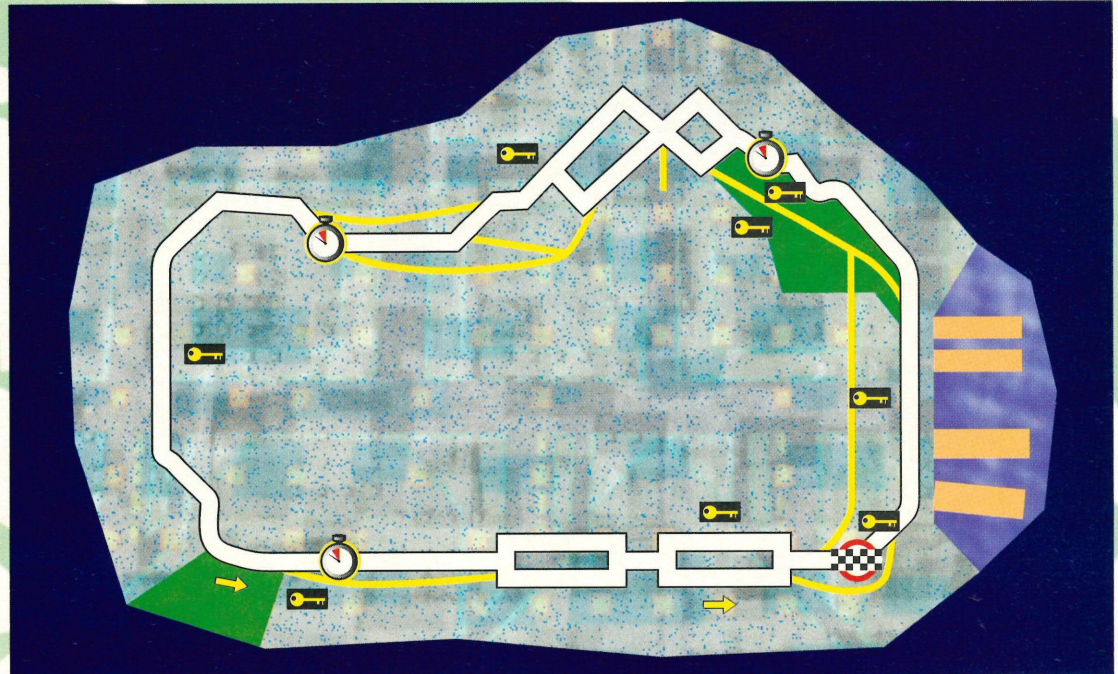
### KEY 2

FROM THE GRASSY BANK WHERE YOU FOUND KEY 1, DRIVE BACK TOWARDS THE START AND DROP INTO THE SMALL CONCRETE PLAZA. ACCELERATE AT FULL SPEED TOWARDS THE POOL OF WATER IN THE CENTRE, WHICH WILL CATAPULT YOU INTO THE AIR WHEN YOU HIT IT, THROWING YOU PAST THE BUSES AND INTO THE FENCED-OFF AREA CONTAINING THE KEY.



### KEY 3

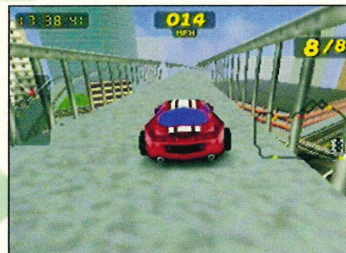
FROM THE START AGAIN, FOLLOW THE ROAD ALONG UNTIL IT CURVES TO THE LEFT TWICE. YOU SHOULD SEE A BUILDING WITH YELLOW AND BLACK ARROWS ON IT POINTING TO THE LEFT. ONCE AROUND THIS, THE NEXT BUILDING IN FRONT OF YOU HAS LARGE ARCHED WINDOWS. INSTEAD OF GOING LEFT, HEAD TO THE RIGHT OF THIS BUILDING, ONTO THE ORANGE BRICK PATH, AND FOLLOW THIS PATH ALONG, ROUND TO THE LEFT AND UP TO THE GREEN RAMP. HIT THE RAMP AT ABOUT 90MPH, AND YOU WILL LAND ON A PATHWAY,



WHICH IF YOU FOLLOW IT WILL TAKE YOU TO THE ROOF OF A BUILDING FOR THE KEY.

### KEY 4

DO EXACTLY WHAT YOU DID FOR KEY 3, EXCEPT THIS TIME HIT THE GREEN RAMP AT AT LEAST 100MPH TO LAUNCH YOU ONTO A DIFFERENT PATHWAY, SLIGHTLY ABOVE THE FIRST, WHICH ALSO CONTAINS A KEY.



### KEY 5

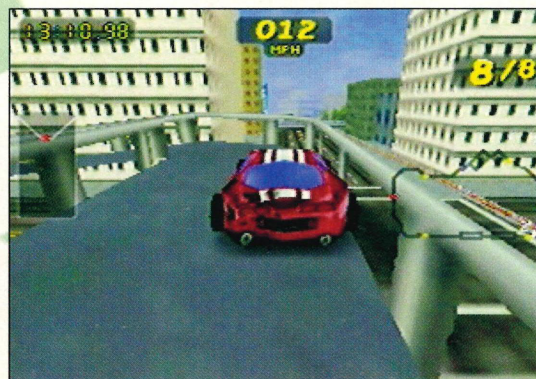
MAKE YOUR WAY TO THE FIRST CHECKPOINT. AS YOU PASS THROUGH IT, YOU'LL NOTICE A BUILDING WITH SQUARE WHITE COLUMNS ON YOUR LEFT. GO LEFT AT THE END OF THIS BUILDING. THEN GO RIGHT AFTER THE BLUE BUILDING ON THE RIGHT, AND LEFT AT THE DEAD END WITH THE YELLOW AND BLACK

INDICATOR ARROWS. VERY SOON, YOU'LL SEE A BUILDING ON THE RIGHT WITH BLUE WINDOWS. AT THE FAR END OF THIS BUILDING IS AN ALLEY, WHICH YOU SHOULD TURN DOWN AND FOLLOW FOR THE KEY.



### KEY 6

CONTINUE ALONG THE TRACK UNTIL YOU REACH THE SECOND CHECKPOINT, THEN FOLLOW THE ROAD AS IT CURVES AROUND THREE LEFT CURVES. AFTER THE THIRD CURVE, SLOW A LITTLE AND GET INTO THE FAR LEFT HAND LANE (STAYING ON THE ROAD). SOON YOU WILL FIND YOURSELF ON A RAISED PEDESTRIAN WALKWAY. FOLLOW THIS WALKWAY, WHICH WILL GO HARD LEFT TWICE, UNTIL IT LEADS YOU TO A GARAGE. AT THE END OF THE GARAGE IS THE KEY.



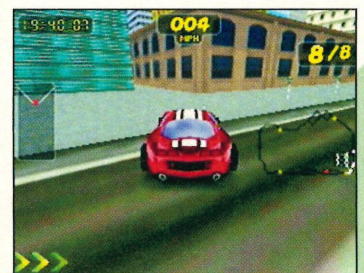
### KEY 7

FROM KEY 6, HEAD TOWARDS THE THIRD CHECKPOINT. BEFORE YOU REACH THE THIRD CHECKPOINT, YOU'LL SEE A BLACK AND YELLOW RAMP ON THE GRASS TO THE RIGHT. DRIVE ONTO THE GRASS, AND TAKE THE TUNNEL TO THE RIGHT OF THE RAMP, DRIVING AT JUST BELOW 100MPH. YOU'LL TAKE OFF AND LAND NEAR ANOTHER RAMP. A NARROW PATHWAY JUST TO THE RIGHT OF THIS RAMP WHICH LEADS TO THE KEY.



### KEY 8

HEAD PAST THE THIRD CHECKPOINT AND MAKE YOUR WAY ALONG THE ROAD TOWARDS THE FINISH. THE ROAD WILL FORK RIGHT AND LEFT AND JOIN UP, THEN FORK AGAIN. AT THE SECOND FORK, GO LEFT, AND ON THE LEFT YOU WILL SEE A ROW OF PARKING METERS. NOT FAR ALONG THIS ROW IS THE ENTRANCE TO A NARROW ALLEY, WHICH IF YOU FOLLOW IT WILL TAKE YOU TO THE FINAL KEY.







## Track Five

### Key 1

FROM THE START, FOLLOW THE ROAD ALONG AND LEFT, THEN TAKE THE FIRST RIGHT AND THE FIRST LEFT. THE ROAD WILL GO ON FOR A BIT, UNTIL IT TURNS SHARP RIGHT, FOLLOWED BY SHARP LEFT – YOU SHOULD PASS THE ‘WRONGWAY’ BUILDING JUST OFF THE ROAD ON THE LEFT, AND SEE TWO YELLOW AND BLACK ARROWS STRAIGHT IN FRONT OF YOU. AIM BETWEEN THE ARROWS, AND DRIVE FAIRLY SLOWLY UNTIL YOU GO UP A SMALL GREEN RAMP AND ONTO A ROAD. TURN LEFT AND HEAD ALONG THE ROAD, TURNING RIGHT AT THE CORNER. YOU’LL SHORTLY COME TO A PURPLE BUILDING ON THE LEFT, WHERE YOU NEED TO TURN SHARP RIGHT AND HEAD ACROSS THE ROAD ONTO A NARROW PATHWAY BETWEEN TWO BUILDINGS. THE KEY IS HERE.

### Key 2

RETURN TO THE START LINE, AND REPEAT THE STEPS IT TOOK TO GET TO THE GAP BETWEEN THE YELLOW AND BLACK ARROWS. GO BETWEEN THE SIGNS AGAIN, AND THIS TIME KEEP LEFT AND ACCELERATE SO THAT WHEN YOU REACH THE GREEN RAMP YOU TAKE OFF. YOUR CAR SHOULD FLY ACROSS TO ANOTHER RAMP ON TOP OF A BUILDING, THEN BOUNCE OFF THAT RAMP ONTO THE BUILDING WITH THE KEY.



### Key 3

HEAD FOR THE SECOND CHECKPOINT AFTER PICKING UP KEY 2. SHORTLY BEFORE YOU GET TO THE SECOND CHECKPOINT, THE ROAD DIVIDES INTO TWO. JUST BEFORE THE FORK, GET ONTO THE LEFT PAVEMENT, AND ACCELERATE. YOU’LL HIT A RAMP WHICH WILL LAUNCH YOU INTO THE AIR AT THE BUILDINGS IN FRONT OF YOU. YOU NEED TO AIM TO THE RIGHT TO LAND ON TOP OF THE SMALLER WHITE BUILDING WHERE YOU WILL FIND THE KEY.

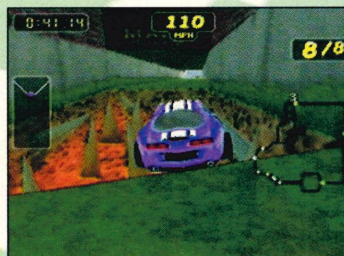
### Key 4

CARRY ON FROM KEY 3 TOWARDS THE SECOND CHECKPOINT, TAKING THE LEFT-HAND FORK WHEN THE ROAD SPLITS. AS THE ROAD REJOINS, YOU’LL SEE THE CHECKPOINT ON YOUR RIGHT. INSTEAD OF TURNING RIGHT FOR THE CHECKPOINT, CARRY STRAIGHT ON DOWN THE HILL AND YOU’LL SEE A PETROL STATION ON THE RIGHT AT THE NEXT CORNER. VEER RIGHT AND TURN INTO THE STATION FOR THE KEY.



### Key 5

GO THROUGH THE SECOND CHECKPOINT, HEAD ALL THE WAY UP THE HILL TO THE CORNER AND TURN LEFT. AFTER THE FIRST DOWNWARD SLOPE, TURN AROUND 180° AND VEER RIGHT INTO THE TUNNEL. BLAST ALONG THE TUNNEL



AND YOU SHOULD PASS OVER THE PIT WITH THE SPIKES IN IT TO SEE A RAMP. AIM TO THE RIGHT OF THE RAMP FOR THE KEY.

### Key 6

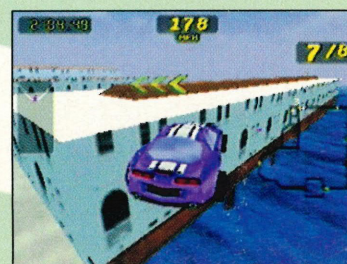
FROM KEY 5, GO BACK THROUGH THE TUNNEL, DOWN ANOTHER DOWNWARD SLOPE AND ONTO A THIRD SLOPE. ON THE RIGHT OF THE THIRD SLOPE, YOU’LL SEE TWO BUILDINGS, ONE BROWN AND ONE BLUE, WITH A GAP IN BETWEEN THEM. DRIVE INTO THIS GAP AND TURN RIGHT INTO AN UNDERGROUND GARAGE FOR THE KEY.

### Key 7

CARRY ON DOWN THE HILL AND PAST THE START LINE. YOU SHOULD SEE A YELLOW AND BLACK ARROW IN FRONT OF YOU, AND YOU NEED TO DRIVE AROUND IT TO THE RIGHT. KEEP ACCELERATING, AND AIM STRAIGHT FOR THE GATES IN FRONT OF YOU, TAKING YOU INTO THE PARK. FOLLOW THE PATH THROUGH THE PARK AND THEN ONTO THE GRASS AND YOU’LL FIND YOURSELF HEADING FOR A FENCE. CRASH THROUGH THE FENCE, THEN DOUBLE BACK AND TRAVEL UNTIL YOU REACH THE BEACH. ON THE BEACH TURN AROUND, AND ACCELERATE BACK TOWARDS THE BEACH RAMP WHICH WILL THROW YOU ONTO THE ROOF OF THE FIRST BUILDING. YOU’LL BOUNCE FROM ROOF TO ROOF UNTIL YOU REACH THE BUILDING WITH THE KEY.

### Key 8

RETURN TO THE BEACH, AND ONCE AGAIN ACCELERATE TOWARDS THE BEACH RAMP, BUT THIS TIME AIM TO THE RIGHT SO THAT YOU FLY ACROSS TO THE WHITE-ROOFED BUILDING ON A PIER. THE KEY IS AT THE FAR END OF THE PIER.





# San Francisco Rush

## Track Six

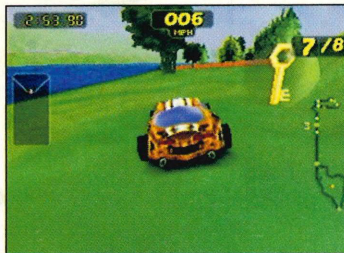
### KEY 1

MAKE YOUR WAY TO THE FIRST CHECKPOINT, AND GET IN THE LEFT-HAND LANE ON THE LEFT CARRIAGEWAY. A SHORT WAY ALONG THE ROAD YOU'LL SEE SOME TREES ON THE LEFT, FOLLOWED BY A GREY WALL SET SLIGHTLY BACK FROM THE TRACK, WITH A SMALL GAP BLOCKED BY A FENCE. GO THROUGH THE FENCE AND INTO THE CAVE BEYOND FOR THE KEY.



### KEY 2

CONTINUE ALONG THE TRACK UNTIL YOU PASS THE SECOND CHECKPOINT. ONCE YOU'VE CROSSED THE GREY BRIDGE, COME LEFT OFF THE ROAD AND ONTO THE GRASS BY THE LAKE, AND FOLLOW THE WATERLINE UNTIL YOU COME TO THE NEXT KEY WHICH IS BY A SMALL SLOPE.



### KEY 3

NOW MAKE YOUR WAY BACK TO THE START LINE, AND IMMEDIATELY PAST IT, TURN RIGHT, THEN TURN LEFT AND GO UP A STEEP HILL. FOLLOW THE ROAD STRAIGHT ON AFTER THE TOP OF THE HILL, AND YOU'LL COME ONTO A DIRT TRACK. KEEP GOING UNTIL YOU COME OFF THE DIRT TRACK, AND YOU'LL SEE A BUILDING ON THE RIGHT. KEEP ON THE ROAD AND DRIVE PAST THE FRONT OF THE BUILDING, AND YOU SHOULD SEE A PATH ON THE RIGHT LEADING INTO THE PLACE THROUGH TWO PILLARS. THE KEY IS BEHIND THE PILLAR ON THE LEFT AS YOU GO IN.



### KEY 4

FROM KEY 3, CARRY ON ALONG THE ROAD AND YOU'LL COME TO THE THIRD CHECKPOINT. TURN RIGHT JUST AFTER THE CHECKPOINT

INTO A CAR PARK BEHIND SOME BUILDINGS. THE KEY IS ON SOME GRASS BEHIND A BUILDING IN THE FAR LEFT HAND CORNER.



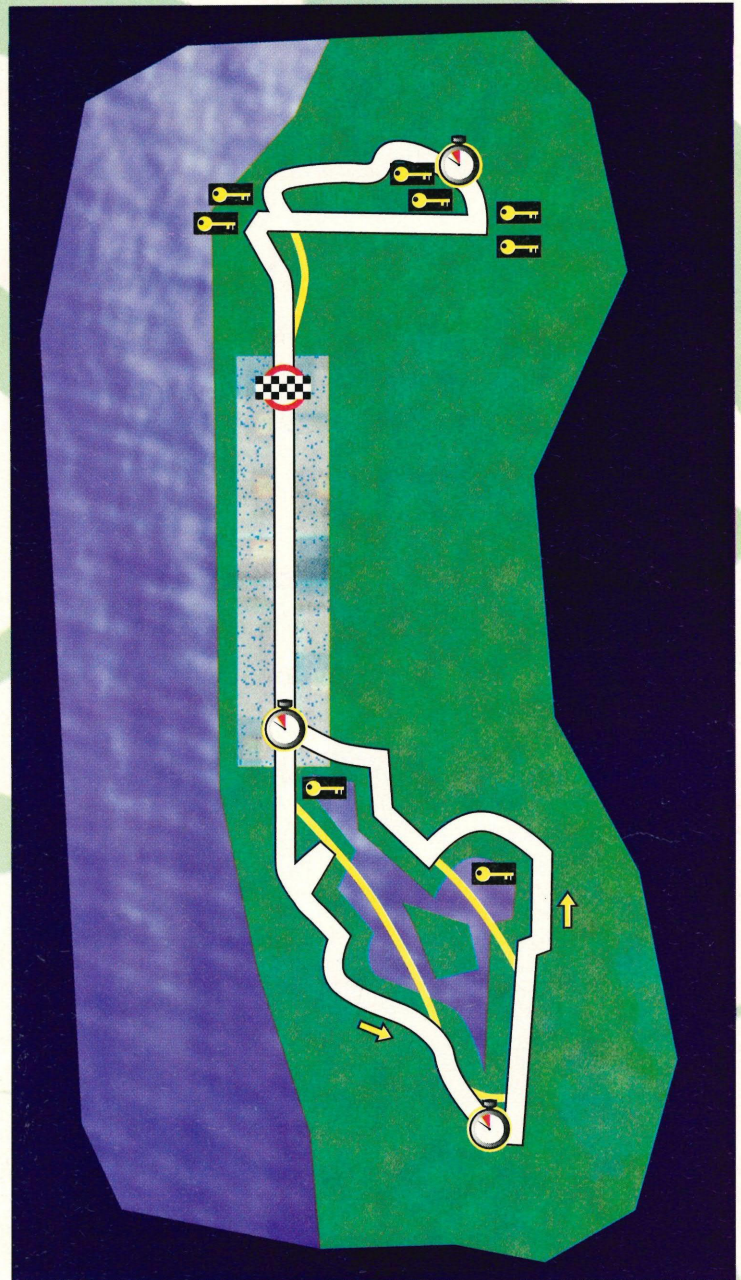
### KEY 5

COME OUT OF THE CAR PARK AND TURN BACK THROUGH THE CHECKPOINT, SO THAT YOU'RE GOING IN THE OPPOSITE DIRECTION. MAKE SURE YOU'RE TRAVELLING SLOWLY, AND GO SHARP RIGHT JUST PAST THE CHECKPOINT, TAKING YOU DOWN A STEEP GRASS BANK. JUST BEFORE YOU REACH THE WATER, TURN RIGHT AND YOU'LL COME TO A TUNNEL WHICH LEADS TO THE SECRET STUNT AREA. GO DOWN THE TUNNEL, AND DRIVE TOWARDS THE FAR-LEFT OF THE CAVE. YOU WILL CLIMB THE WALL, AND IF YOU'VE GOING THE RIGHT SPEED (AROUND 85MPH) YOU SHOULD LAND ON A SHELF IN THE WALL. DRIVE INTO THE RING FOR THE KEY.



### KEY 6

STILL IN THE SECRET STUNT AREA, DRIVE AROUND THE WALL TO THE RIGHT, AGAIN AT AROUND 85MPH. WHEN YOU SEE THE LOOP, AIM FOR THE GREY BIT DIRECTLY IN FRONT OF IT TO RAMP UP THROUGH THE LOOP FOR THE KEY.



### KEY 7

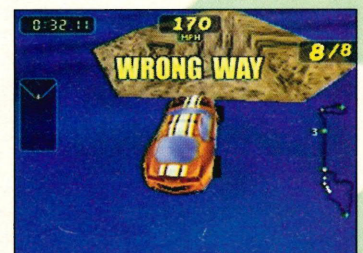
GETTING OUT OF THE SECRET STUNT AREA IS A BIT OF A PAIN, SO IT'S EASIER TO RESTART THE RACE. FROM THE START, TURN 180° AND HEAD IMMEDIATELY RIGHT, THEN LEFT, AND UP THE STEEP HILL. AT THE FIRST JUNCTION, TURN

LEFT WHICH TAKES YOU DOWN A HILL, THEN VEER RIGHT ONTO THE GREY BIT AT THE SIDE OF THE ROAD, KEEPING YOUR SPEED DOWN, AND TRAVEL DOWN THE GRASS BANK AND TO THE RIGHT, TAKING YOU BEHIND A BUILDING WHERE THE KEY IS HIDDEN IN A LITTLE ALCOVE.

### KEY 8

RETURN TO THE TOP OF THE HILL WHERE YOU TURNED LEFT FOR KEY 7, AND TURN LEFT AGAIN, THIS TIME ACCELERATING TO PICK UP SPEED,

AND AIMING AT THE GREY BIT ON THE RIGHT AGAIN. HIT THIS FAST ENOUGH AND YOU'LL TAKE OFF AND FLY TO THE KEY WHICH IS ON A LITTLE ISLAND.



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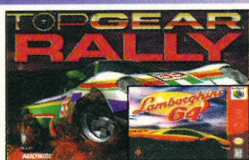
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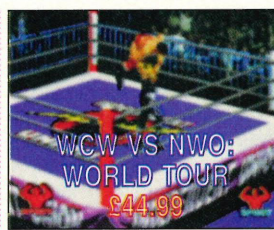
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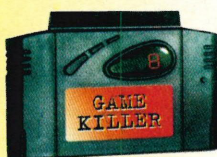


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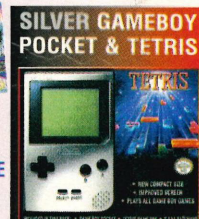
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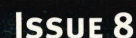
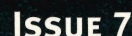
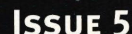
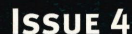
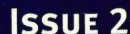
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## 94



● Well, it's sold out, but you could have read about *Mario 64* and *Wave Race*. Alas, you can't any more.

● *Starfox! Blast Corps! Turok! Complete Turok guide! The Mario 64 and Shadows Of The Empire solutions begin!*

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gone, unfortunately.

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- *Diddy Kong Racing! Top Gear Rally! Duke Nukem! Plus the full guide to Mischief Makers!*

- That'd be *Mortal Kombat Mythologies*, the last part of *Goldeneye*, *FIFA '98* and *Automobili Lamborghini*, then.

- Loads of stuff from Japan about *Zelda 64*, *Yoshi's Story* and *F-Zero X*, plus our *Top Gear Rally* guide and maps!





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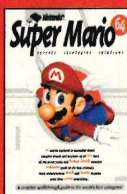


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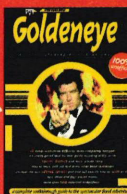


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# 64 NINDEX

magazine

The Nindex is the **AUTHORITATIVE** guide to N64 **GAMES** – every game we've **REVIEWED** is in here. The scores for games from **EARLIER** issues have now been **UPDATED** to reflect the passage of **TIME** and the arrival of **NEWER** titles. This is the only buyer's guide you'll ever **NEED**!

## AERO FIGHTERS ASSAULT 61

Publisher: Video System  
Reviewed: Issue 9 (import)  
A huge disappointment; this combat flight sim from the programmers of *Pilotwings* promised a lot, but utterly failed to deliver by being appallingly slow.

## AUTOMOBILI LAMBORGHINI 81

Publisher: THE Games  
Reviewed: Issue 8  
Decent enough stab at a high-speed racer with expensive sports cars, though it doesn't quite provide the feeling of blasting around at zoomph. The colours make everything look rather bland too.

## BOMBERMAN 64 86

Publisher: Nintendo  
Reviewed: Issue 9  
A combination of *Mario 64* and puzzle game, with bombs. The English language version is improved over the Japanese game, but the battle mode is still disappointing.



## CLAYFIGHTER 63 1/3

Publisher: Interplay  
Reviewed: Issue 8  
Eeurgh! The N64's worst game by a mile, a shamefully shabby beat-'em-up which is as much fun as having teeth pulled.

## BLAST CORPS 82

Publisher: Nintendo  
Reviewed: Issue 3  
An excellent combination of racing game, shoot-'em-up and nerve-scraping puzzler. Try to prevent a nuclear disaster by safely guiding a runaway missile carrier through each level – by destroying everything in its path! Addictive fun, but not that long-lasting.

## CRUIS'N USA 25

Publisher: GT Interactive  
Reviewed: Issue 1 (import)  
Absolutely pathetic attempt at a racing game, redeemed only by... well, nothing, actually. It's utter rubbish, but terrifyingly isn't the worst game out on the N64.

## DARK RIFT 57

Publisher: Vic Tokai  
Reviewed: Issue 4 (import)  
A beat-'em-up which looks extremely nice (with 60 frame per second graphics) but plays like a compendium of every other fighter ever written, so is rather dull. Nothing special.

## DIDDY KONG RACING 95

Publisher: Nintendo  
Reviewed: Issue 7



Making *Mario Kart 64* instantly redundant, *Diddy Kong Racing* is a superb combination of racer and adventure pitting everyone's favourite chimp against the evil Wizpig. Just as good as a one-player experience as it is for full-on multi-player racing mayhem!

## DOOM 64 80

Publisher: GT Interactive  
Reviewed: Issue 1 (import)  
Graphically upgraded but otherwise unsurprising update of the aging PC classic. Fun for a while, but looks very old hat when compared to games like *Turok* and *Goldeneye*.

## DORAEMON 40

Publisher: Epoch  
Reviewed: Issue 3 (import)  
The first (but undoubtedly not the last) *Mario 64* clone, which plays almost identically to the Nintendo game, except not as well. Loads of Japanese text and extreme easiness hinder playability.

## DUAL HEROES 28

Publisher: Hudson Soft  
Reviewed: Issue 9 (import)  
Truly abysmal fighting game that's as easy to beat as an egg. Hopefully it'll never be released officially in the UK!

## DUKE NUKEM 64 90

Publisher: GT Interactive  
Reviewed: Issue 7  
Steroid-packed conversion of the classic PC shooter, with a rock-hard hero ridding the world of babenapping alien scum. Although the graphics aren't as good as *Goldeneye*, the excellent gameplay is still there.



## EXTREME G 91

Publisher: Acclaim  
Reviewed: Issue 7  
Insanely fast futuristic racer, where tooled-up bikes battle it out over a series of high-tech rollercoaster courses. Easily a match for PlayStation *Wipeout*, with the added bonus of multi-player battle games!

## F1 POLE POSITION 78

Publisher: Ubi Soft  
Reviewed: Issue 6  
An update of *Human Grand Prix* (qv), with improved graphics and an official F1 licence that banishes Hamon Dill forever! It plays well enough and has a lot of depth, but may be a little on the arcadey side for hardcore F1 fanatics.



## FIFA 64 25

Publisher: EA Sports  
Reviewed: Issue 2  
Completely awful football game that is kicked off the field by Konami's *ISS 64*, yet still became a best-seller purely on the strength of its name. You can fool some of the people all the time.

## FIFA: ROAD TO WORLD CUP '98 85

Publisher: EA Sports  
Reviewed: Issue 9  
Much improved over its predecessor *FIFA 64*, this new game is a very playable football game. It's still not quite as good as *ISS 64*, but it's close!

## GANBARE GOEMON 70

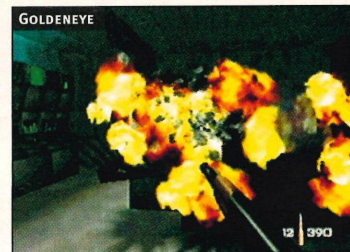
Publisher: Konami  
Featured: Issue 5 (import)  
Wild and wacky follow-up to the popular Super NES series of *Goemon* games, which in its current form suffers from a lack of action and a surfeit of Japanese text which makes puzzle solving all but impossible.

## THE GLORY OF ST ANDREWS 20

Publisher: Seta  
Reviewed: Issue 3 (import)  
Deeply unpleasant golf game with terrible controls and graphics that would have looked embarrassing on an NES.

## GO! GO! TROUBLEMAKERS 80

Japanese version of *Mischief Makers* (qv).



## GOLDENEYE 96

Publisher: Nintendo  
Featured: Issue 5 (import)  
An absolutely superb title which takes first-person games to a new level, and also lets you relieve your bloodlust into the bargain! Bond is back in a game that showcases what the N64 is really capable of.

## HABU SHOGI N/A

Publisher: Seta  
Featured: Issue 3 (import)  
Shogi is a variation on chess, but since we don't know the rules and the text is in Japanese, reviewing this would be a meaningless and futile action.

## HEXEN 45

Publisher: GT Interactive  
Reviewed: Issue 4  
Extremely dodgy *Doom*-style game in a Dungeons & Dragons vein, with spectacularly inept use of the N64's graphical powers and trudgesome gameplay.

## HUMAN GRAND PRIX 50

Outdated version of *F1 Pole Position 64* (qv).

## ISS 64 93

Publisher: Konami  
Reviewed: Issue 3  
Still the finest football game we've seen on any format! It's good as a one-player game, and absolutely awesome when all four pads are plugged in at once. Over the moon, Saint!

## J-LEAGUE DYNAMITE SOCCER 50

Publisher: Imagineer  
Reviewed: Issue 6 (import)  
Up against the mighty *ISS 64*, this is like pitting a Sunday League team against Man United. Despite some neat touches, it's hard to play because you're never sure which player you're controlling – and everyone's a midget!

## J-LEAGUE PERFECT STRIKER 93

Japanese version of *ISS 64* (qv).

## JOHN MADDEN 64 80

Publisher: EA Sports  
Reviewed: Issue 8  
The N64's second American football game, and one which is visually lacking compared to *Quarterback Club*'s hi-res graphics. It plays much the same though, so it's down to whether you want an official NFL licence or not.

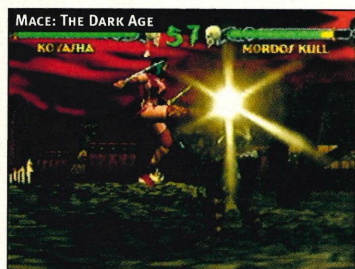
## KILLER INSTINCT GOLD 70

Publisher: Nintendo  
Reviewed: Issue 3  
An insanely fast beat-'em-up which for a long time was the best the N64 had to offer, and still isn't that bad.



**64** **LYLAT WARS/STARFOX 64** **94**  
 Publisher: Nintendo  
 Reviewed: Issue 2 (import)  
 Spectacular shoot-'em-up which really shows off what the N64 can do when it's pushed. Those who've played *Starfox/Starwing* on the Super NES might have a feeling of déjà vu in play, but it's still tremendous fun.

**MACE: THE DARK AGE** **76**  
 Publisher: Midway  
 Reviewed: Issue 7  
 Currently the best beat-'em-up on the N64, *Mace* has more than enough combos, power moves, oversized weapons and female fighters with not much on to keep fans of the genre happy until *Street Fighter* arrives next year.



**MAHJONG MASTER** **N/A**  
 Publisher: Konami  
 Featured: Issue 3 (import)  
 If you A: don't know the rules of Mahjong, and B: don't know Japanese, there's no point whatsoever buying this game.

**MAHJONG 64** **N/A**  
 Publisher: Koei  
 Featured: Issue 3 (import)  
 As with Konami's Mahjong game, this is likely to have an extremely limited appeal in the UK (we reckon, oh, two people might be interested), hence the lack of a review.

**MARIO KART 64** **80**  
 Publisher: Nintendo  
 Reviewed: Issue 3  
 Fun but flawed follow-up to the classic SNES racer, now outmatched in all respects by *Diddy Kong Racing*.



**MISCHIEF MAKERS** **85**  
 Publisher: Nintendo  
 Reviewed: Issue 7  
 The English translation of *Go! Go! Troublemakers* (qv), and made much easier to understand in the process. Although it's a 2-D platformer, it has enough depth, variety and clever touches to hold the interest.

**MORTAL KOMBAT MYTHOLOGIES** **75**  
 Publisher: GT Interactive  
 Reviewed: Issue 9

Interesting attempt to add a new angle to Midway's fighting franchise, by adding platform and RPG elements. It doesn't quite work, because of a terrible control system, but is fun for fans.

**MORTAL KOMBAT TRILOGY** **55**  
 Publisher: GT Interactive  
 Reviewed: Issue 3  
 A kick in the nuts for the once unstoppable *MK* franchise with this update too far, which really shows the age of the original game.

**MULTI RACING CHAMPIONSHIP** **62**  
 Publisher: Ocean  
 Reviewed: Issue 5  
 The N64's first attempt at a realistic racing game, which falls short in most areas by being slow and way too easy.

**NBA HANGTIME** **58**  
 Publisher: Midway  
 Reviewed: Issue 2 (import)  
 Mediocre basketball game which looks very similar to the Super NES's *NBA Jam*, but doesn't play as well. The four-player mode provides some brief fun, but nothing that lasts.

**NFL QUARTERBACK CLUB '98** **80**  
 Publisher: Acclaim  
 Reviewed: Issue 7  
 An engrossing and highly detailed American football simulation, with everything that should be needed to keep a gridiron fan happy.

**PILOTWINGS 64** **79**  
 Publisher: Nintendo  
 Reviewed: Issue 1  
 A game which divided opinion – some were entranced by its freeform airborne gameplay and realistic flight handling, while others thought it lacked focus and was too 'drifty'. For those who get into it, there's plenty to do, and it looks superb.

**POWERFUL PRO BASEBALL 64** **N/A**  
 Publisher: Konami  
 Featured: Issue 3 (import)  
 Given baseball's lack of popularity in Britain and the enormous amount of Japanese options, we thought we'd hold off on reviewing this until an American conversion appears...

**PRO BASEBALL KING** **N/A**  
 Publisher: Imagineer  
 Featured: Issue 3 (import)  
 Again, as with Konami's baseball game, we decided it wouldn't be fair to review this until a comprehensible version appears.

**PUYO PUYO SUN 64** **87**  
 Publisher: Compile  
 Reviewed: Issue 8 (import)  
 So it looks dated because the graphics haven't improved over the old SNES and Mega Drive versions. Big deal – it's enormous fun to play, and unbeatable fun as a two-player game!

**SAN FRANCISCO RUSH** **75**  
 Publisher: Midway  
 Reviewed: Issue 9 (import)

Good conversion of the insane arcade racer. Plenty of action, but it's let down by poor controls, iffy graphics and terrible music!

**SHADOWS OF THE EMPIRE** **62**  
 Publisher: Nintendo  
 Reviewed: Issue 1  
 Clunky *Star Wars* tie-in which throws together assorted sub-games, a couple of which are good but most aren't. One of the N64's earliest games, and looking it.

**64** **SUPER MARIO 64** **95**  
 Publisher: Nintendo  
 Reviewed: Issue 1  
 The N64's first game, and for a long time the only one which showed off the machine's true abilities. The fact that it took us four issues to print the full solution shows just how much there is to do! A genuine classic.



**TETRISPHERE** **75**  
 Publisher: Nintendo  
 Reviewed: Issue 5 (import)  
 A pseudo 3-D variation on the classic falling block puzzle, where matching blocks have to be grouped on the surface of a sphere. It gets more addictive as it goes on, but isn't a match for the Game Boy original.

**64** **TOP GEAR RALLY** **90**  
 Publisher: THE Games  
 Reviewed: Issue 7



The most realistic racer on the N64 to date, *Top Gear Rally* combines realistic car handling with huge courses and a wealth of secrets to discover to create the ultimate rally experience.

**TUROK: DINOSAUR HUNTER** **72**  
 Publisher: Acclaim  
 Reviewed: Issue 2  
 Considering the title, there's a marked shortage of dinosaurs in this game! *Turok* is a souped-up *Doom*, with lush graphics and OTT gore, but the promise of the early levels eventually deteriorates into lots of wandering around mazes. Good but not great.

**WAVE RACE 64** **87**  
 Publisher: Nintendo  
 Reviewed: Issue 1

Enjoyable jetski simulation with superbly controllable craft, which is let down by a very third-rate PAL conversion and a price which now looks inflated.

**WAYNE GRETZKY'S 3-D HOCKEY** **84**  
 Publisher: GT Interactive  
 Reviewed: Issue 2 (import)  
 The title tells you all you need to know about the game type, but how does it play? Not bad at all, actually, the N64's analogue controller being ideal for this kind of game.

**WAR GODS** **52**  
 Publisher: Midway (import)  
 Reviewed: Issue 3 (import)  
 This pathetic excuse for a beat-'em-up is based on *Mortal Kombat*, only in 3-D. And boy, does it bite, as the Americans might say. The fighters are some of the most stupid yet, and it plays like a one-legged pig with a broken ankle.

**WCW Vs NWO WORLD TOUR** **85**  
 Publisher: THQ  
 Reviewed: Issue 9  
 American wrestling may be camp and faked, but this game is actually very good, especially in four-player mode. At the moment, it's the best fighter on the N64!



**WILD CHOPPERS** **72**  
 Publisher: Seta  
 Reviewed: Issue 9 (import)  
 A playable attempt to do EA's *Strike* series in proper 3-D, although the generally slow pace does let things down somewhat.

**WONDER PROJECT J2** **N/A**  
 Publisher: Enix  
 Featured: Issue 3 (import)  
 The premise is intriguing – a 'virtual life' game where you have to guide a young android girl into making the right decisions in life – but it relies heavily on Japanese text. Which we can't read.

**WORLD SOCCER 3** **86**  
 Publisher: Konami  
 Reviewed: Issue 9 (import)  
 An update/combination of *J-League Perfect Striker* and *ISS 64*, which oddly isn't quite as good as the original *J-League*.

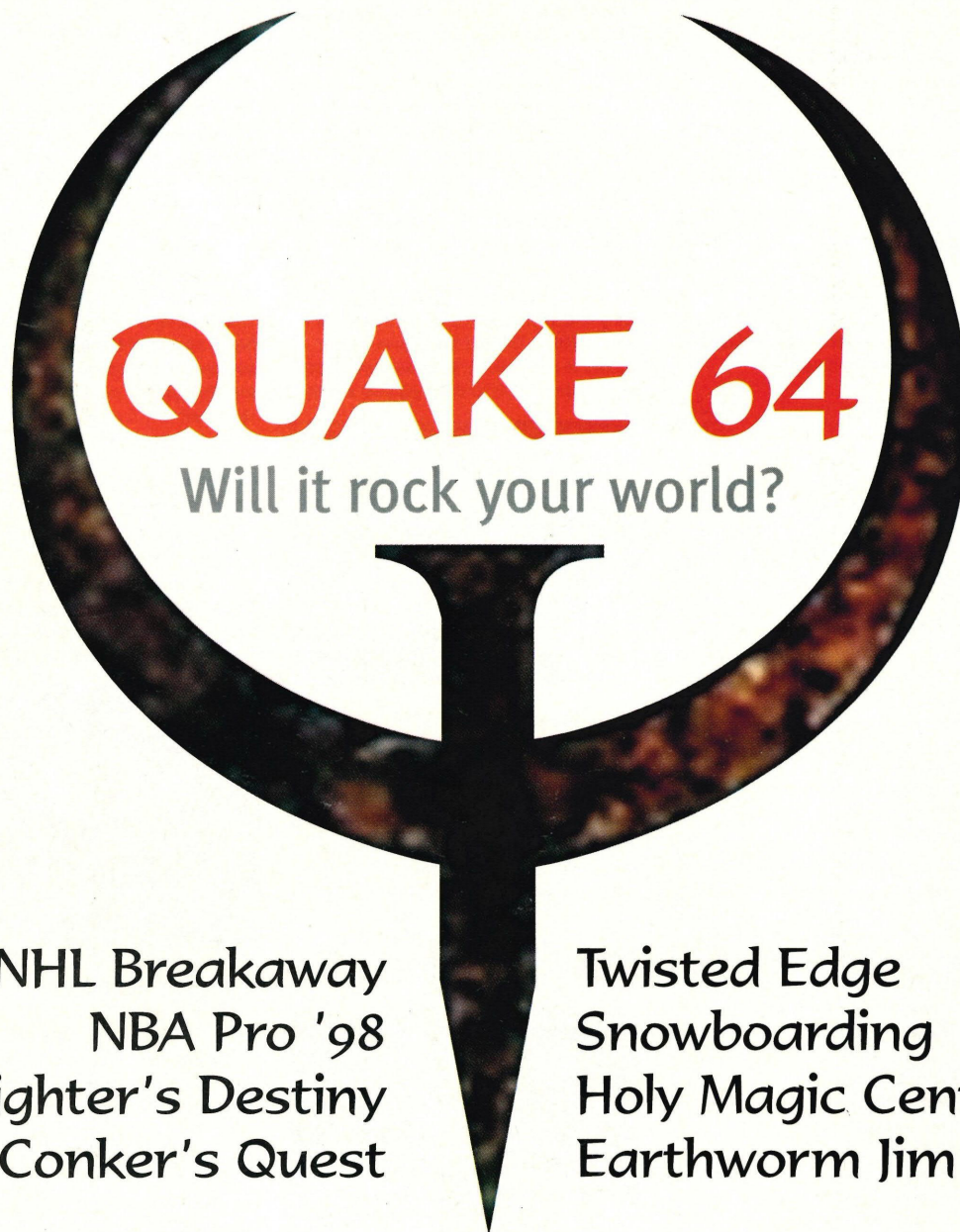






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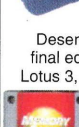
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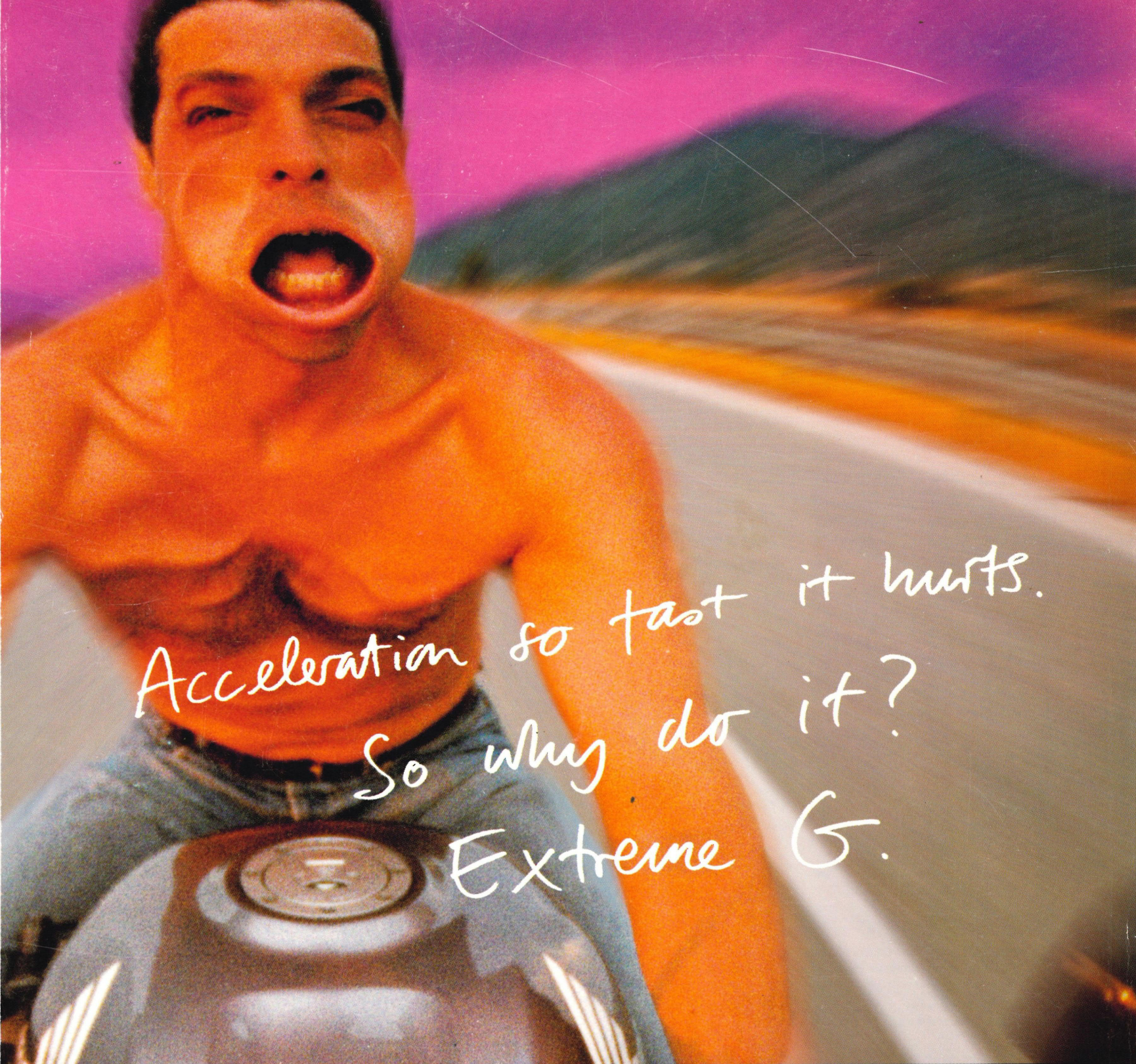


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